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THIS MONTH:

RUNNING MAN

MEGATAPE 14

MEGATAPE 14

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ON TAPE 14:

SIDE A: CYCLONE -3D COPTER ATTACK!

PORTALS OF P'THAAL- MAGIC ADVENTURE!

SIDE B: CAPTAIN BLOOD! PLAYABLE DEMO!

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EXPLOSIVE

BAD DUDES

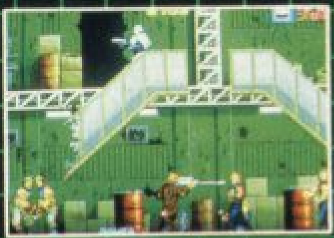


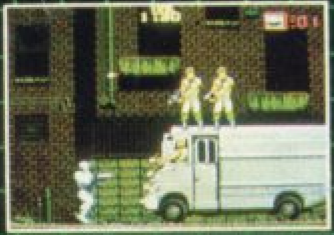
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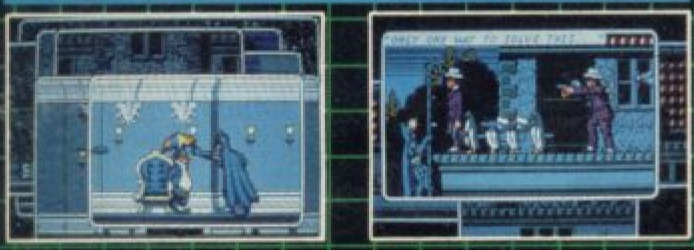
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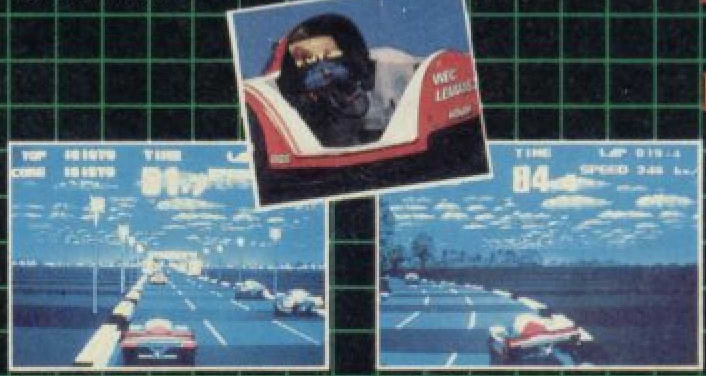
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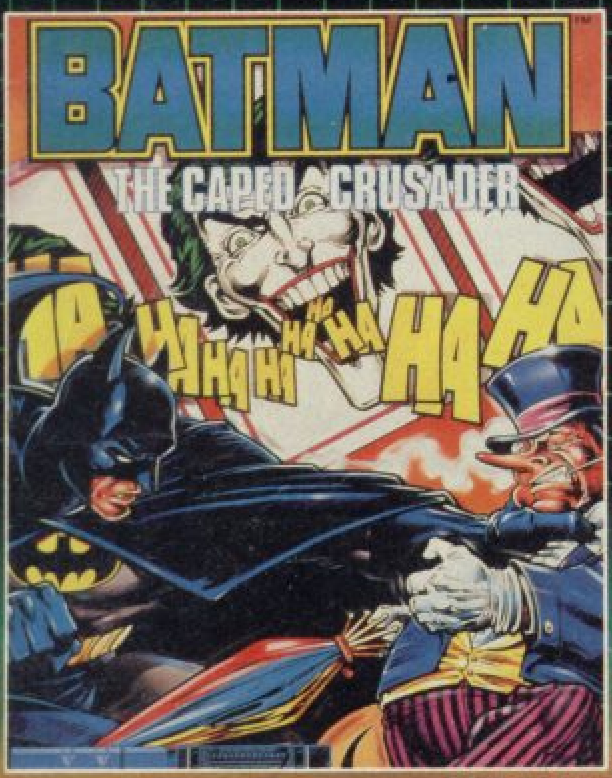
DARK AVENGER

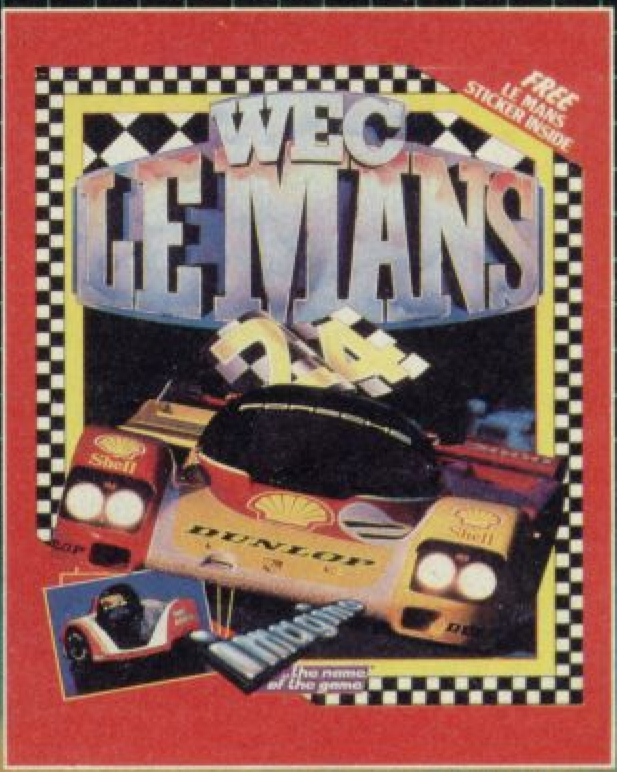
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Meet the groovy aprils guys (and girlie)

GRAHAM TAYLOR



HISTORY Graduated from the Vienna Conservatorium at the age of six, studied under Berlioz and then joined the Southend Philharmonic
PLAYS Steinway grand piano and kazoo
INFLUENCES Karlheinz Stockhausen, James Joyce, Timothy Leary and George Formby
HOBBIES Erecting satellite dishes, wrestling with cats and cleaning weeds from the goldfish pond
MESSAGE "In an indeterminate universe, only the subjectivity of the observer maintains the dualism of the animus. Orright?"

JIM DOUGLAS



HISTORY "Elvis Costello came up and spoke to me once in the queue in the Wimpy. He said, 'Push off ya git, I was in front of you'."
PLAYS Saxophone (actually he jigs about in the background holding a sax and looks moody)
INFLUENCES Mickey Rourke in 9½ Weeks ("Now there's a bloke I can identify with")
HOBBIES Ignoring Sam Fox in Stringfellows ("I hate fat bimbos")
MESSAGE "Never trust women"

ALISON SKEAT



HISTORY Auditioned for Bucks Fizz' new girlie – was laughed off the stage
PLAYS Triangle and with certain other members of the band
INFLUENCES Sheena (serious) Easton, Bananarama (they're so talented) and her mate Kelly who was in the Stu Stu Studio Line advert
HOBBIES Picking up Greek/Spanish/Italian male tourists outside the Hippodrome ("I'm very cosmopolitan me")
MESSAGE "Always keep your dancing knickers ironed"

TIM NOONAN



HISTORY Lead chair chucker at Milwall v Luton
PLAYS Drums and the silly fellow
INFLUENCES Lager and vindaloo
HOBBIES Getting thrown out of pubs/clubs/salvation army hostels
MESSAGE "I'll 'ave you John, you're well aat of order"

CHRIS JENKINS



HISTORY Born on the planet Zob, came to Earth in 1960 and has been trying to absorb our strange culture ever since
PLAYS Synths that make widdly widdly noises, Japanese woodflute and zither
INFLUENCES Klaus Schultz, Tangerine Dream, Kraftwerk and various other German hippies
HOBBIES Trying to get Sabrina to notice him in Stringfellows
MESSAGE "Phasers on stun, sequencers armed and pump up the volume"

ADVENTURE **The Sorceress** ZAPCHAT **Jon Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** CONTRIBUTORS **Tony 'saucy' Dillon, Chris 'whingey' Jenkins** ADVERTISEMENT MANAGER **Katherine 'top girlie' Lee** ADVERTISING EXECUTIVE **Martha Moloughney** AD PRODUCTION **Emma 'choccy face' Ward** PUBLISHER'S ASSISTANT **Debbie Pearson** PUBLISHER **Terry 'location unknown' Pratt** MARKETING **Clive 'starless and bible black' Pembridge**
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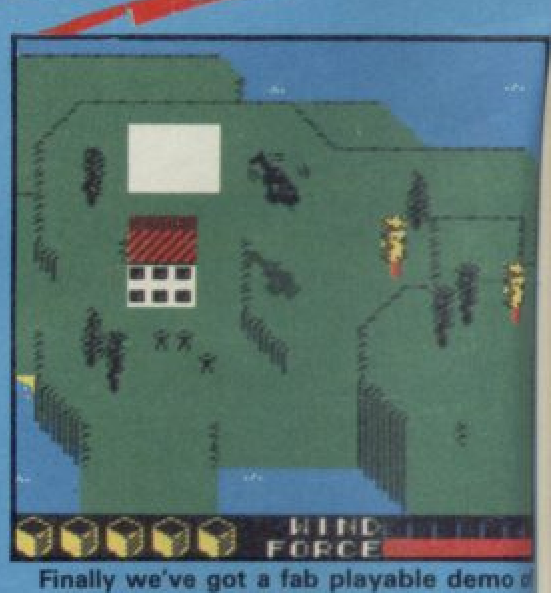
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CONT

Worrlorra luverly tape we've got for you this month! After the overwhelming success of Escape **we've decided to give you another adventure as well as one of the best arcade games of all time and a berilliant playable demo!**

Cyclone **is a fabulopus 3D helicopter attack game. It's even more fun than ooh, let's say another helicopter game we could mention . . . and we're confident you'll love it.**

Portals of P'Thall **is a follow up to the success of** Escape **– last month's adventure. It seems there are a lot of people out there who would like things other than arcade games and we'll try to cater for them from time to time.** Portals **is a sort of magic,strategy,adventurey sort of thing and it's loads of fun and last for ages.**



Finally we've got a fab playable demo of Captain Blood **one of the most sophisticated programs we've seen for ages.**





What can we say about this month's **Timescanner** poster except that it nestles with almost indecent ease slap bang in the middle of the mag?

...ENTS

SINCLAIR USER 48 SAVES THE WORLD – AGAIN!

Only now can it be told! The true* story of how we fought off an alien invasion. Shudder, with fear at the Attack of the Dildoids in pin-sharp focus.
***NB: The word "true" must be very loosely interpreted in this case**



COMPETITIONS

WIN SOME MUSCLES! 20

Not strictly true, we aren't going to send you a cardboard box full of severed limbs, Mummy wouldn't like that would she? In fact you can win berilliant Weider weight-training gear and make youself look just like muscular Arnie Schwarzenegger in our Running Man compo.

WIN A SPACE CHUFF-CHUFF! 40

If the greatest ambition in your life is to be a train driver, firstly it's not as much fun as it used to be in the good old days of steam, and secondly you can win an entire train layout in our fabulous H.A.T.E. competition. It's no ordinary train either, it's a super spiffing futuristic Turbo Train. Lotsa games'n'posters to win too!

WIN A FLYING JOYSTICK 69

It looks like something from the cockpit of an F-16, but it plugs into your Spectrum to control any joystick-compatible game! More to the point, you can get one for NOWT in our Entertainments International contest. Many games are up for grabs also.



COVER GAME 8

They seek him here, they seek him there, they seek that chappie with the big machine-gun everywhere. But where has he ended up? In SU, of course. It's the Running Man, it's Big Arnie Schwarzenegger, it's Grandslam Software and it's here now. We rather liked it, which is good news because we don't like being horribly crushed and mangled by weight-lifters. Turn to page 8 if you want to avoid the same fate.

BIG PINBALL SPECIAL FEATURE 46

If your idea of a good time is flicking silver balls around glass cases while lights flash in your eyes, you'll rather enjoy this. It's Our Man in the Dark Glasses reporting on the latest in PBT (Pin Ball Technology, dope).



PREVIEWS 84

What EXACTLY have you done to deserve all these goodies? There's the third Renegade game; there's pectoral bulging action in Arnie Schwarzenegger's Red Heat, and for the weeds there's the cutesy Puffy's Saga and goodie-goodie Thunderbirds. And that's just a sniff, a little nibble, a teensy bitette of the excitement in store for GOOD people

REGULARS

SOFTWARE

ARCADE

STRATEGY AND SIMULATION

Portals of P'Thaal

OK, OK we hear you. It seems not everybody wants to blow aliens away, some of you have said, "How come all of your fabulous Megatapes always have arcadey games on them – What about us pixie adventurers?"

Now the problem with the sort of programs that adventurers like is that everyone else hates them. What to do? Well we decided to give the alien bash heads a bashy sort of game, and the complaining pixies The Portals of P'Thaal, a brilliant adventure/strategy/magicy sort of thing by Martin Page.

Portals is epic Bard's Tale type adventuring with lots of options and lots of spells. In the world of P'Thaal there exist four ancient portals leading to the Netherworld (ouch!) – they allow you to enter, but you'll have to find other ways to get out . . .





STARTING THE GAME

The screen prompt will initially ask you to choose a character (1 to 3) – there is no advantage to one choice over another, since attributes are chosen randomly. You will then have to choose a number between 100 and 999 which will represent your EXPerience points which will decide your victory conditions. 100 represents the best choice when you first start.

ATTRIBUTES

MAGic: Number of Magic points available for spellcasting
STRength: Used to measure your fighting ability in combat
ENDurance: How much damage you can withstand
PERsonality: How easily you can win over villagers
RESurrection: How many resurrection spells you can cast
EXPerience: Total so far
ESA (Eyestone adds): see Eyestone below

MENU

NSEWUD

Press appropriate key to move. If the computer says 'Blocked Path' there is no route that way. The map changes each time you play the game.

MAGIC

There are 13 spells to be learnt – three are given randomly at the start of play. Spells H to M (non combat spells) can be cast at this point if you have the spell and enough points. The number to the left of the spell is the number of points needed to cast it. The number to the right of the spell is the number (if any) of that spell you have.

Load: From tape, disc or Ramsave
Quit/Save: To restart the game from scratch, save or Ramsave

BEFRIEND

When in a village you can try and enlist the support of up to 2 villagers – they will aid you in combat

EYESTONES

There are 20 of these ancient magic artefacts scattered around P'Thaal. For every four held, a point is added to your combat factor (ESA)

THE SPELLS (number in brackets = magic points)

A: No-Foe (8) Disposes of any foe in combat
B: Gorlab (7) Disposes of any Balrogs in combat
C: Dembones (2) Disposes of skeletons in combat
D: Antivamp (5) Disposes of vampires in combat
E: Blackout (6) Disposes of wights in combat
F: Fireball (3) Casts fireballs in combat
G: Teleport (4) Teleports you away from denezins in combat
H: Charmer (4) Automatically befriends a village in combat
I: Megalump (6) Transfers you from the Netherworld to the world above
J: Pathtwist (4) Allows you to travel to adjacent areas which would normally be blocked paths (last six turns)
K: Disappear (4) Allows you to be immune from denizen attack
L: Moremagic (3) Gives you six MAGic points (ie three 6-3)
M: Rezzireck (5) Gives you one extra RESurrection point



COMBAT

If you are attacked by denizens (that's people from the land of Dennis – No, it's not! – GT) you are given the option of casting spells (A to G) and thereafter to take part in combat – providing you have at least one RESurrection point left you will be transported elsewhere, minus any villagers you may have

CAPTAIN BLOOD

Captain Blood is an awesomely complicated game, but here is a detailed screen layout to get you started – the rest is up to you!



DISINTEGRATE TELEPORTED BEING:
This command disintegrates a living being cryogenized in the ARK's fridgitorium. If it's a NUMBER, then Blood will regenerate.

SAVE TO DISK:
Saves the current game or loads a previously saved game with all parameters intact.

TELEPORT:
Teleports a WILLING being into the Ark's fridgitorium or onto a planet, with the help of an OORXX. In the fridgitorium the beings are automatically cryogenized as a security measure.

EXTERIOR VISION:
Switches to planet-vision mode when the Ark is in a geostationary orbit.

GALAXY MAP:
Select your hyperspace warp destination here, before a hyperspace warp. Each planet has X/Y coordinates.

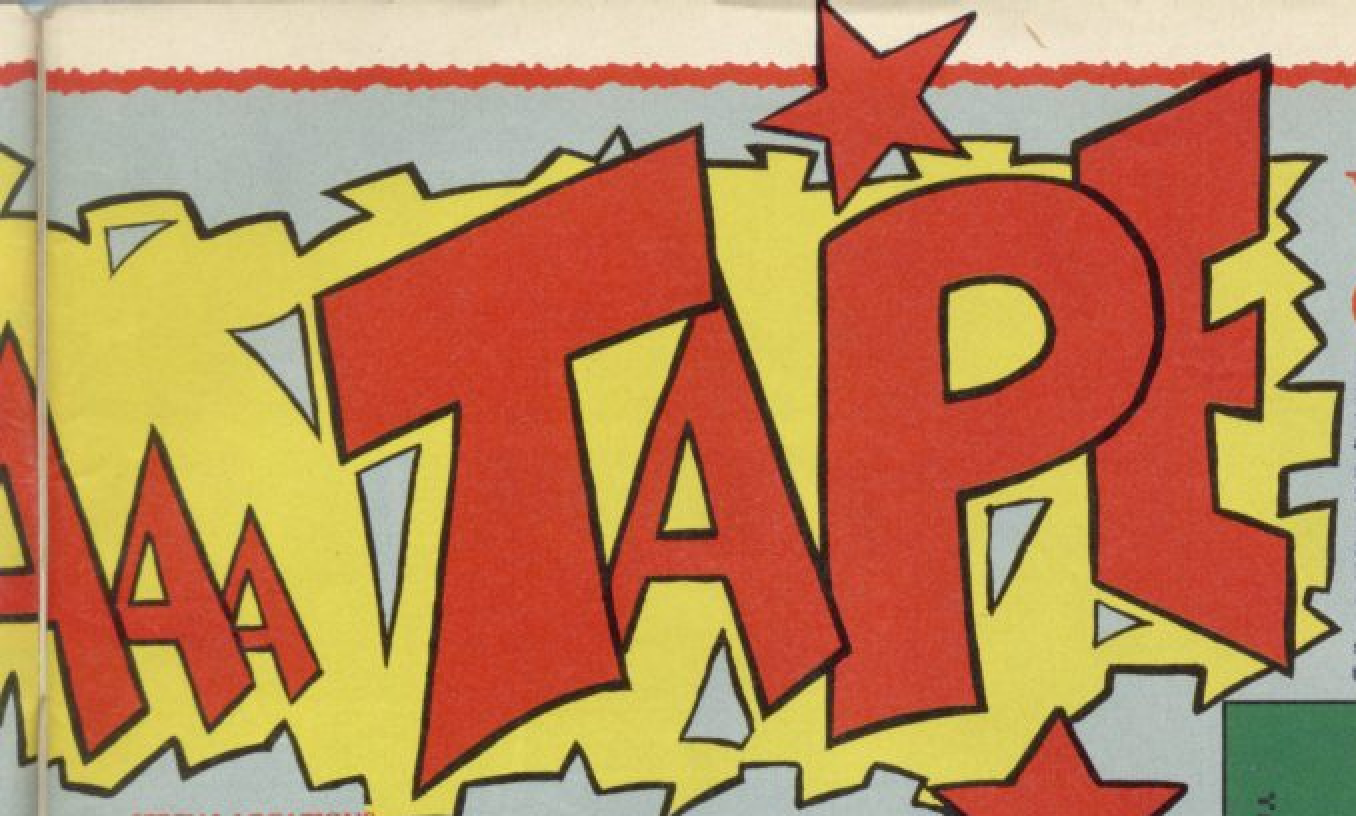
HYPERSPACE WARP:
Takes you to the planet preselected on the galaxy map.

OORXX CONTACT MISSION:
The OORXX is ejected in order to land on a planet surface and to free its automatic controls. The player may then pilot the OORXX from the ARK, but with direct OORXX-eye vision. If the planet is protected you'll have to fly low and find the canyon where the natives live. Arrows at the screen edge signal that the OORXX has been detected by a missile. When the arrows touch, that means the OORXX has taken a hit.

OORXX DESTROY MISSION:
The OORXX is ejected from the ARK in order to destroy a planet.

OORXX GEOPHOTO MISSION:
The OORXX is ejected from the ARK to take aerial photographs, and eventually to detect a planet's protection system.

SWITCH TO UPCOM MODULE:
The UPCOM (Universal Protocol COMmunication) module uses a system of icons. Clicking selected icons allows direct communication with other beings. The dictionary scrolls in two ways: a slow scroll activated by clicking on the three red bars at the bottom of each side of the screen, and a fast scroll, activated by clicking on the mobile bar at the bottom of the screen. The other being talks in the left-hand window, the player in the right-hand window. When the central mouth is moving, that means the other is talking: you click on the central mouth to regulate the flow of the incoming message. To send your message, build then send it from the right hand window by clicking on the immobilized central mouth.



VORTEX

Check out last month's Blueprint for a lot of info about Vortex. The company has become known for the high quality of its games particularly its innovative use of 3D in programs such as Cyclone and, currently available H.A.T.E. (in your shops how folks). Among the greatest moments of Spectrum programming history i.e. most people's top fifty, at least two or three Vortex games would be present: Android 2, Tornado Low Level, and Alien Highway. Cyclone was actually the follow up (stylistically) to TLL and is an even better game. Didn't acheive such a high profile though, but that's life . . .



SPECIAL LOCATIONS

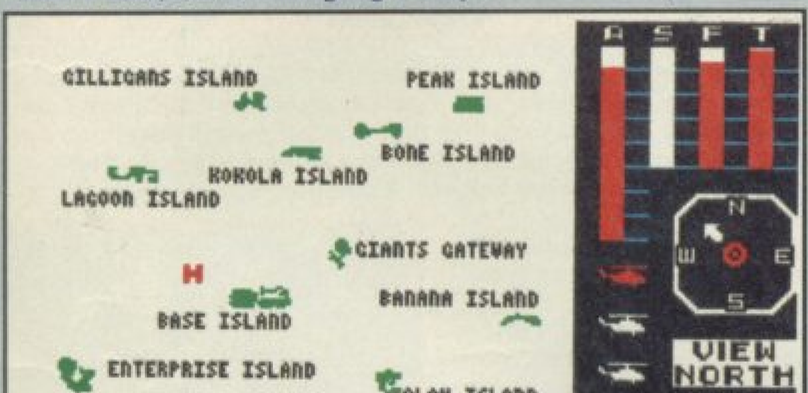
Fountains: Drink the waters for more MAGic
Towers: Gain EXPerience
Camps: Increase PERsonality
The Abbey: Gain three extra STRength points
Villages: Befriend villagers
Inns: Earn ENDurance
Portals: Enter the Netherworld
Guilds: Spells are learnt here

N.B. You must let sufficient time elapse before gaining the benefit of a particular location: e.g. 15 turns must elapse before relearning a spell at a Guild

SPACE

If space is shown in the message window, it allows you to read the message before continuing – then press Space.

There is more, but we're not going to tell you! Find it out for yourself . . .



CYCLONE

It's brilliant, it's fast, it's 3D, it's vast and it plays great. Cyclone is one of the best helicopter games ever made. It mixes nerve tingling arcade action with just enough strategy to keep things interesting. You'll love it!

THE GAME

The area is being evacuated – a cyclone threatens an island community. You fly your helicopter seeking out five crates of essential medical supplies. Beware! There is heavy air traffic out there and . . . the cyclone.

GAME TIPS

Use the Alternate Views option when searching for crates.
Hover directly over a crate to winch it aboard.
Refuel at the nearest landing pad as needed.
Land gently to avoid destruction.
Use the map regularly to check the cyclone position.
If you manage to colect all five crates get them aboard and return ot the base island for a new mission.

CONTROLS

JOYSTICK OR
1 UP
Q DOWN
P RIGHT
X FORWARD

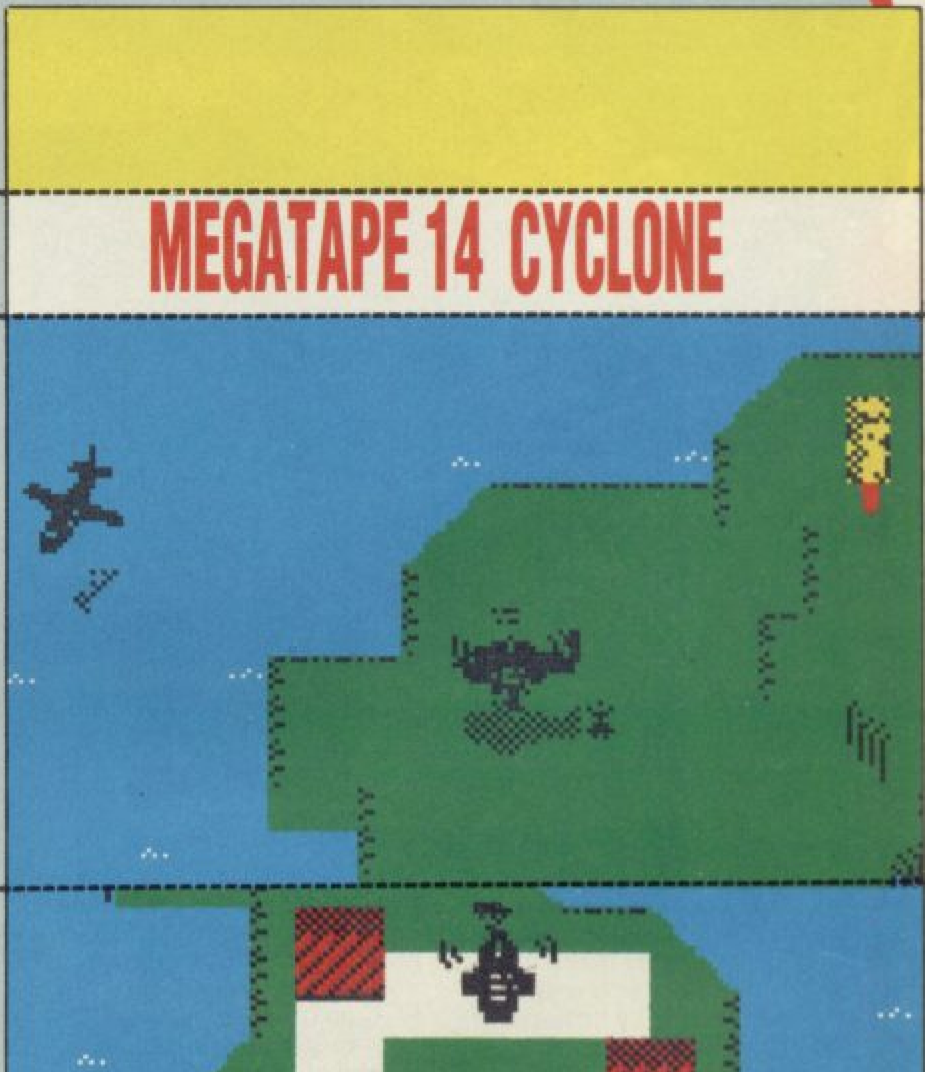
GENERAL CONTROLS

M MAP
N VIEW CHANGE
AG ABORT GAME

cut

fold

cut

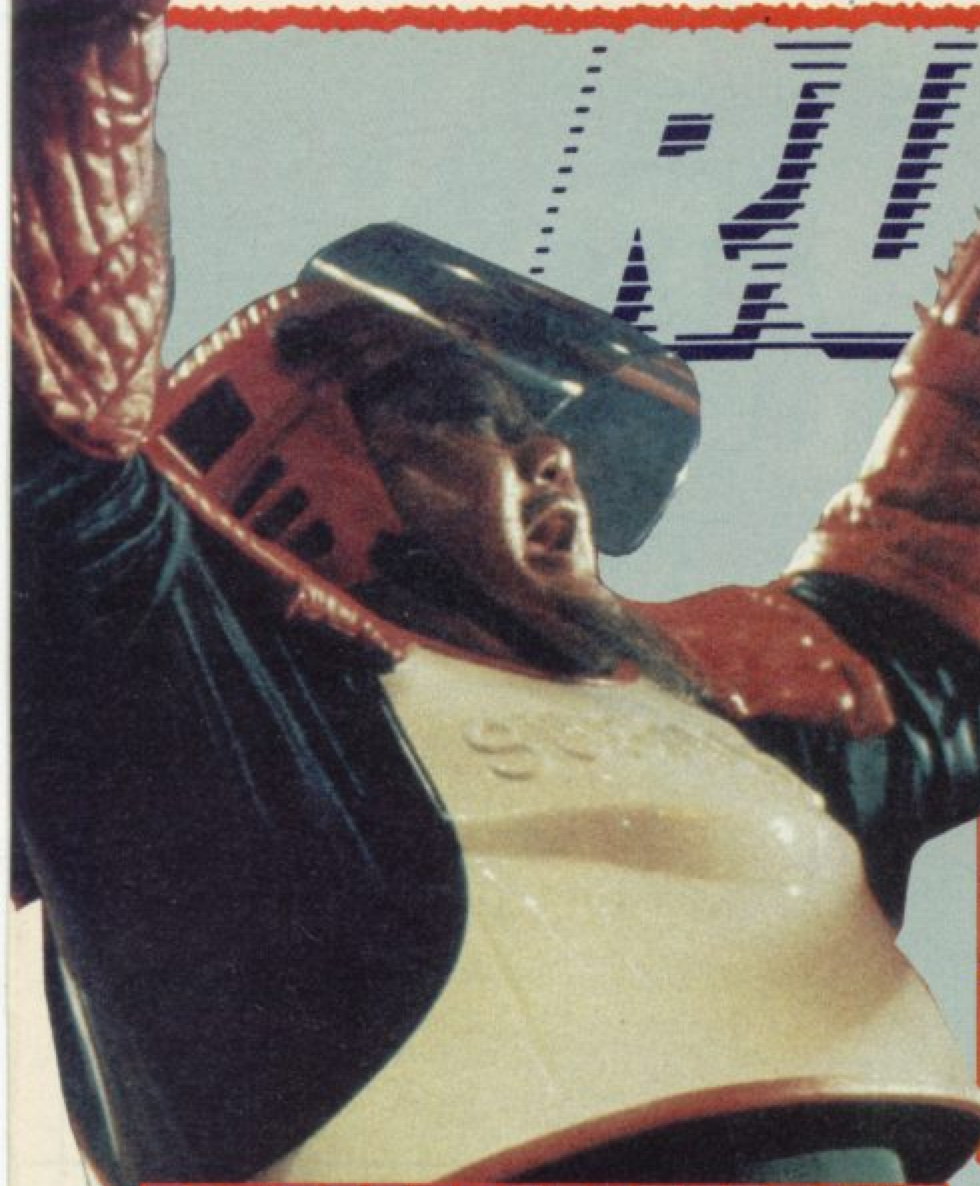


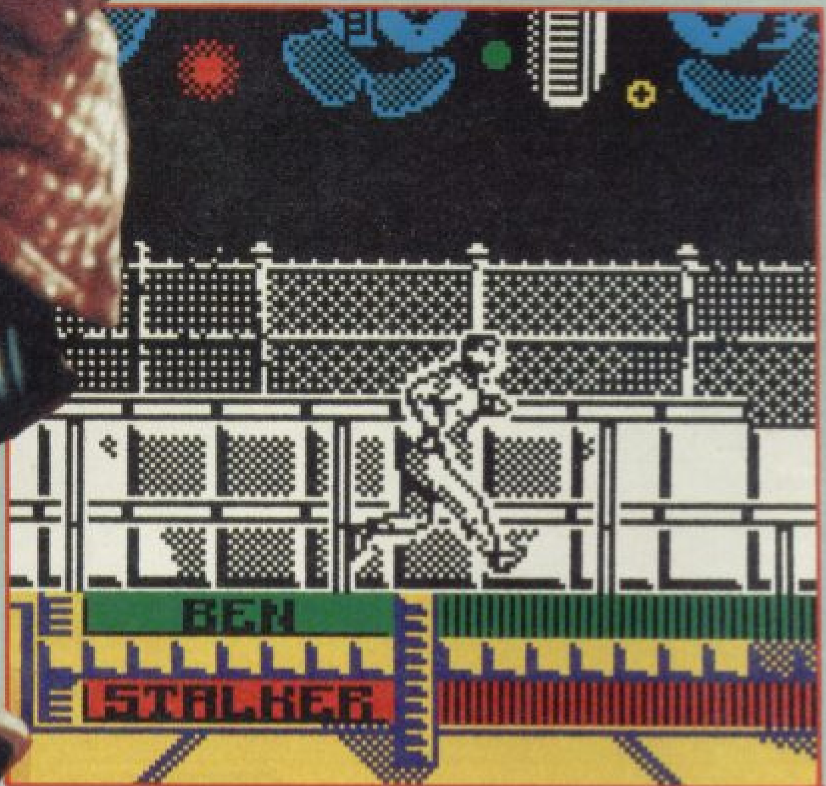
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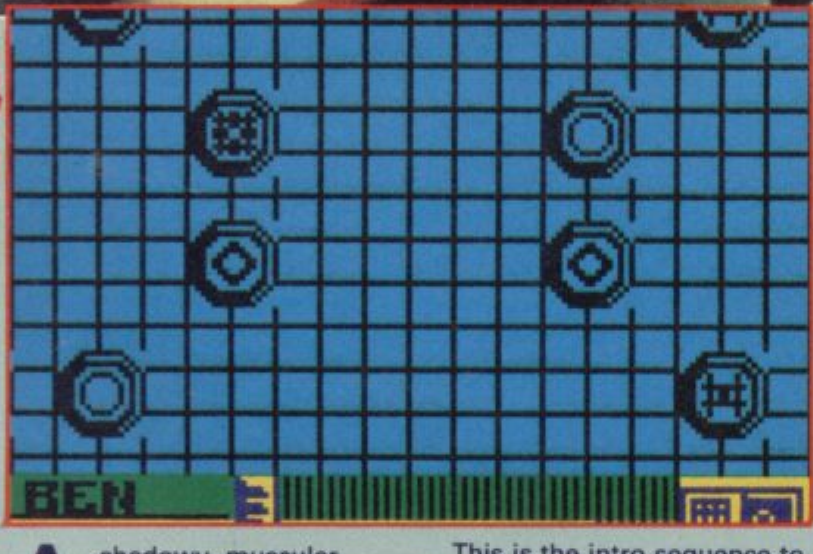
fold

cut

RUNNIN







A shadowy, muscular figure races through the darkness. Words flash past as he runs, presumably to freedom. A memory. Strapped to some contraption, like a go-kart without wheel. Bullet shaped, it rockets down a hole in the floor, pausing only for Arnie to mutter 'I'll be back', like he does in all his films, and very well he does it too. Then he's falling, shooting rapidly through the dimly lit tunnels...

This is the intro sequence to the latest, though by no stretch of the imagination, the best Arnie Swatch-and-egger game, **The Running Man**. Arnie has been roped into the prime time gameshow of the future. The prize, and the forfeit, death.

Arnie has to run for his life, and run he does. Across five right-to-left scrolling screens packed chock-a-block with dogs, guards, obstacles, free weapons and stalkers. Who, you scream, are the stalkers? Well, the stalkers are sort of end of level guardians, though they crop up about three quarters of the way along each level, which incidentally, is about ten screens long. On the first level you come across an armoured hockey player, who attempts to club you about the head with his stick. On level two you meet a chainsaw wielder. On level three you meet Electro, who fires bolts from his fingers, as well as driving a pretty hard truck. Level four and five I can't mention because I just haven't got there yet.

Arnie, big as he is, is still quite a versatile chape. He can walk (The Walking Man). He can run (The Running Man). He can jump (The Jumping Man). He can crawl (The Crawling Man). He can punch and kick (The Punching and Kicking Man). He can fall over after being savagely attacked by a rottweiler. (The Fall... (yes, we get it AS)). He can also make makeshift weapons out of items he finds on the floor. Sticks become nuclear missiles in his hands (or a toy for the rottys). Bricks can be hurled at the enemy. Poles can be hurled. Arnie doesn't actually do a lot with these objects other than hurl them.

Obstructions consist of things like low-slung galleys and walls and things, most of which can be leapt on or over. There are holes between some obstacles and, if you should mistime your jump, a fall means instant death. You get only one life.

You also have an energy



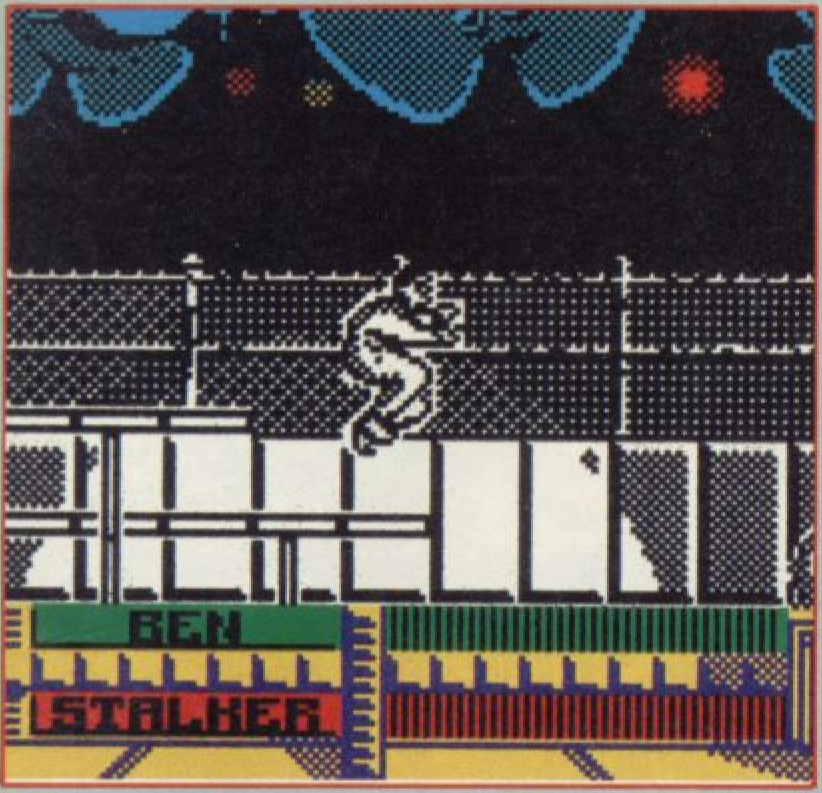


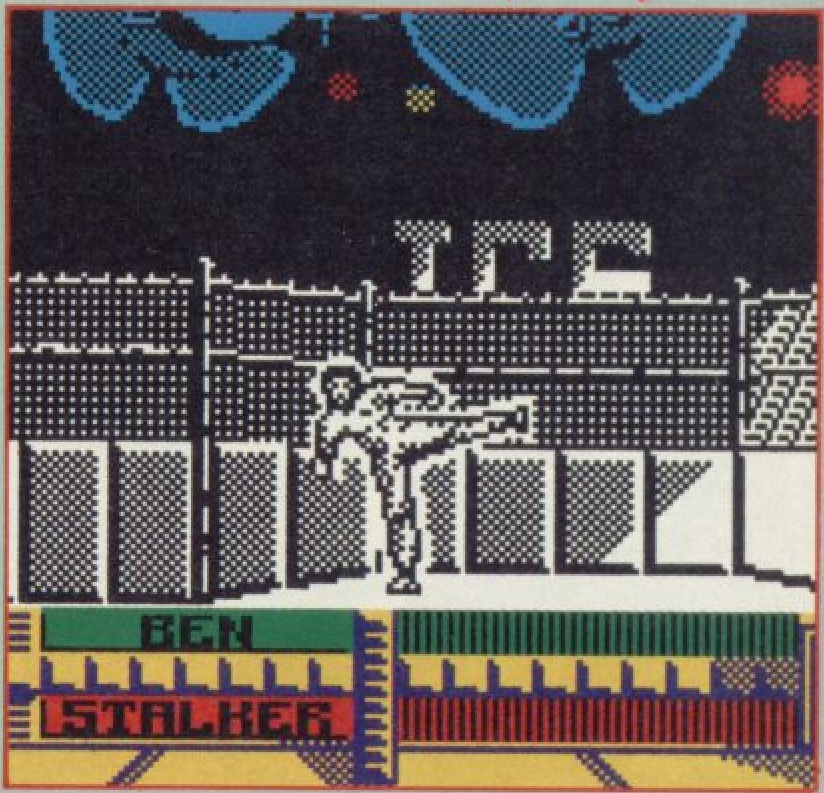


GAMES REVIEW!

G MAN

GAMES REVIEW!



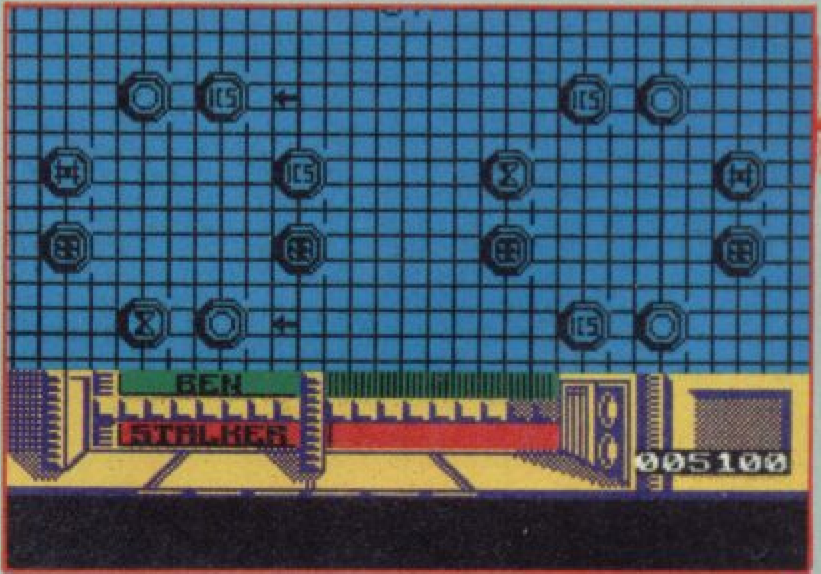


meter. Being savaged by dogs or hit by a stalker decreases your energy. Kicking the dogs replenishes it, honest! The stalker also has an energy level, and the game won't let you finish the level until you've killed the stalker.

But then that's not the end of the level either. Between levels, just to add a bit of brainpower to all that brawn, you have to complete a puzzle sub-game. Two rings of eight icons are displayed, and then one of them is mixed. The idea is to get the two to match by swapping pairs of icons. You have a time limit of one minute and if you fail it's back to the start of the current level to try all over again.

The game is not slow. It's very slow. Perhaps they ought to have called it the ambling man, or the dawdling man. The speed, is what loses the game some playability points. The graphics are great. The backdrops are detailed and the animation is silky smooth. The thing is, the speed of the scrolling reflects on the speed of the joystick response. It just makes the game too damn hard.

The Running Man isn't quite all it could have been, it's certainly not bad. It just could have been even better■









FAX BOX

ARCADE REVIEW

THE RUNNING MAN Label: **Grandslam**
Author: **Emerald Software** Price: **£8.95**
Memory: **48K/128K** Joystick: **Various**

Fun scrolling film conversion. Not what it might have been.

GRAPHICS	SOUND
78	65
70	72
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL 74

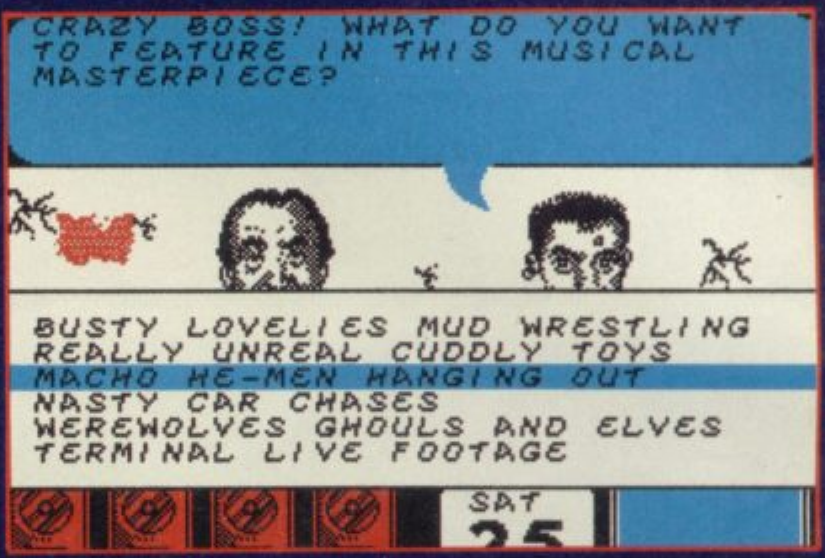
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9

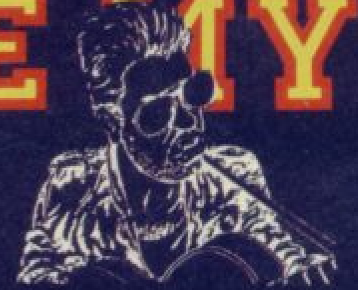


Remember Sigue Sigue Sputnik? Top 10 hits and none of them could play a note. So once you've got together some instruments (brand new, second hand or stolen) it's time to hit the road. (Obviously you can choose to do things in a different order, and since my management skills are about as finely honed as Newsfields (yak yak) you'll want to try something else. Still, I found "gigging" damned lucrative.

Clive will give you the low down on how much venues cost to hire. Pubs are cheap, but you can't seat as many people. Stadiums are huge, but cost



ROCK STAR ATE MY HAMSTER

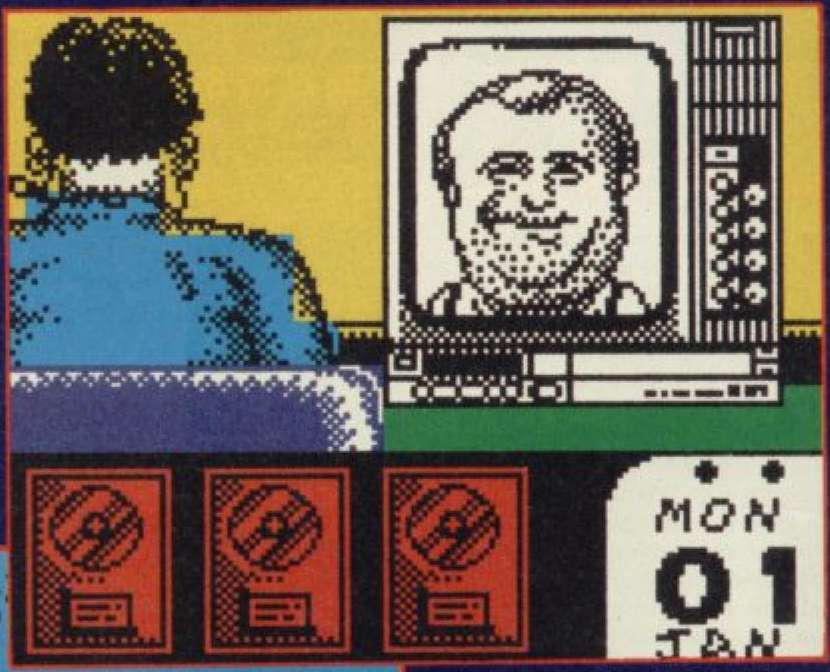


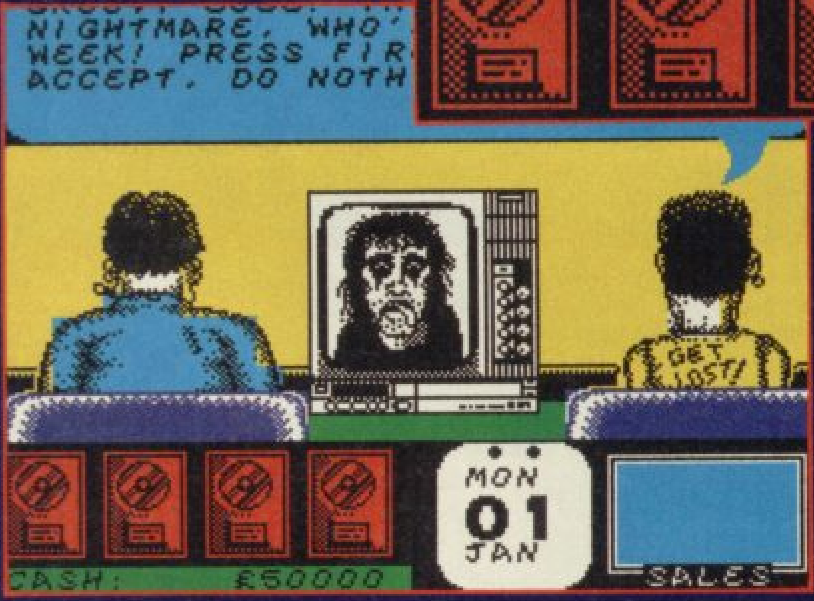
There are two big surprises **Rock Star** delivers. One; it's taken so long for someone to do this sort of game. Two; it's actually quite funny.

Set in the crazy madcap spotlight world of Rock enn Rawl, **Rock Star** gives you the chance to become an international music management mogul. You start, as all the best managers do, without a clue about the industry. All you have on your side is an over-enthusiastic cliche sidekick Clive. And £50,000 to get you started.

10

First things first. What are you gaoing to call the band, and who do you want in it? Clive always offers a name like the Tragic Doombandits which is hopelessly naff. Picking the





members of the group is more tricky altogether. Flicking through a portfolio of stars, all with daft names, you must select your lovely line-up. Who will work best together? Who has big star potential? Who is a five minute wonder?

Once your line up is established **it's time to rake in some filfthy lucre.** There's no point making the guys practice.

loads to hire. Will your newcomers be able to pull the big crowds? You can also play any number of dates (well, up to a week). If your musicians are hopelessly unpopular, word will get round quick and you'll end up playing to empty venues.

Should your ensemble be successful enough, you'll be approached by a slimy individual offering a recording deal. If the cash is okay, you can get yourself into a studio and record an album. You also get to name each track in turn, which can later be released as singles. Obviously, studio time costs lots of cash, and the more sophisticated studio you want, the more it costs.

Once you've got an LP together, you're going to have to publicise it by releasing a single – along with a video – which in turn needs to be publicised by . . . a publicity stunt! Mock headlines from a daily rag pop up. Some of the stunts are successful, others not. Since this part of the operation is left entirely in the hands of Clive, there's a good chance that your stars' antics will be completely unnoticed, thus wasting more cash and time.

The music which is used throughout is great. In the Practice sessions, you can even hear the band getting better the longer they try. Different combos of musos play different styles too. Not bad for a game on the machine notorious for being virtually dumb.

The graphics are perfectly fine. There are funny and recognisable caricatures of various current popsters and the atmosphere is captured well in Clive's dialogue. It has to be said though, that **Rock Star** is really a figure juggling, decision making game with no arcade elements at all. Still, it's a welcome change from being a space mercenary. Altogether now . . . I should be so lucky. Lucky, lucky, lucky■

ARCADE REVIEW

FAX BOX

ROCK STAR ATE MY HAMSTER *Label:* **Codemasters** *Author:* **In-house** *Price:* **£8.95** *Memory:* **48K/128K** *Joystick:* **Various**

Entertaining sideswipe at pop biz. Laff a minute, but no "action" element

GRAPHICS	SOUND
80	70
70	78
PLAYABILITY	LAST ABILITY

Reviewer: Jim Douglas

OVERALL 79



RED HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drug-dealer. The two detectives – one Russian, one from Chicago – both have different reasons for capturing their prey as they come face to face with the 'Cleanheads' gang, fist fights, gun fire and a breathtaking bus chase. The hottest film tie-in to date – it's all action with stunning graphics – feel the heat – see RED!
SPECTRUM £8.99
COMMODORE £9.99
AMSTRAD £9.99
ATARI ST £19.99
AMIGA £24.99
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Ocean Software Limited
6 Central Street
Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

It's a little known FACT (Bold Capitals. Ta) that fewer and fewer people are being grappled around the neck by VAMPIRES (Bold Capitals. Ta) each year, despite recent views expressed by a WELL KNOWN (Bold Capitals. Ta) members of parliament this week. Sinclair User can now EXCLUSIVELY (Bold thingies, you know. Ta) reveal that last year only four viewers in nation reported close encounters with our nocturnal spooky chums from beyond the so-called 'grave'. In a bid to uncover the SAUCY TRUTH (You know whats. Ta) Sinclair User commissioned a survey which shows quite SHOCKINGLY (I've got the general idea. AS) that vampire activity has fallen by an amazing 90% in the last 12 months. One pillar of modern society SU talked to yesterday spoke of his fears for the vampire population. "I've only once seen my local 'vamp' in the past ten years and it was clear he was not at ease with the world. It's up to the government to take immediate steps to improve the situation and I suggest we have a national vampire day" said Col Bugle Swaffers from his Norfolk home. Another viewer, Mrs. Martha Smedley of Southend is SHOCKED and STUNNED by the news and said "I have been reading Zapchat for over forty years now and can honestly say it has no side effects on mental health whatsoever and it's great value for money especially in the new pint-sized cartons." (Okay, who sent Riglar on that Sunday Sport journalism course? GT).

BATMAN: THE CAPED CRUSADER . . . Ocean

Man with severe haircut: Jon '2D? A snip missus!' Riglar



Remember last month? Yes, of course you do, it was quite mild for the time of the year as people were fond of saying and don't forget the fact that Gene Pitney managed to stay at the top of the charts with that horrendous song *'Something's gotta hold of my thingybob'*. Remember also, dear viewer, that nobody – yes, NOBODY – won the £50 for the map award. Well, this month there is a winner. Tim Andrews (aged 12) has sent in a map of *Batman* and because it is so illin' and chillin' we here at SU with a little help from Baron von Emap and his merry men will send him £50. And if you wish to send any mappy sort of offerings in to us, then mung 'em in an envelope and write 'Give me my ruddy wad Jon' followed by the usual whatnot on the front.

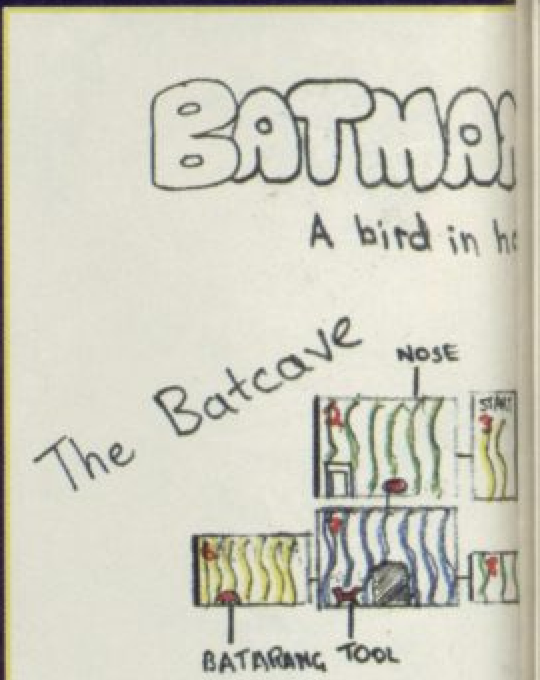
But! A map is no use without accompanying blurb, so here is the complete solution to the game!

First of all got to room 2 to collect the nose. The nose will make you invisible. You must use it at some point to gain a percentage, and remember 'Points make prizes!' (No they don't, that's just what they say on the tell – GT). Now go down to room 7 and collect the tool. Immediately activate this tool and it will mend the broken machine. It will also increase your percentage score slightly. Next dash off to room 6 and collect the batarang. Once activated, you can now lob it at the baddies. Collect the lock pick from room 8. Don't activate the bomb found in room 10 as this drastically knocks your energy down. (Being blown up generally does.) Go to room 4 and pick up and activate the bat disk. This will insert (yak yak!) the disk and once again increase your score. Now you are ready to leave the bat cave.



You should now be in the streets outside room 44. Walk to your left a few screens and once you find a door key, grab it. Turn around and walk to the right until you reach room 47. Pick up the sweet and activate it when your energy is low. Carry on to the right for one more screen and you should find a shoe. Once you activate this, you'll be able to burn around the screens at high speed and once again (yawn) it will boost your score.

Trot back to room 46 and climb the ladder. Pick up the rope nearby and then move

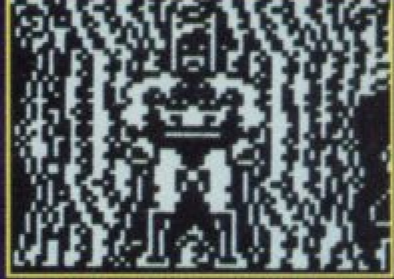


CHAT 2

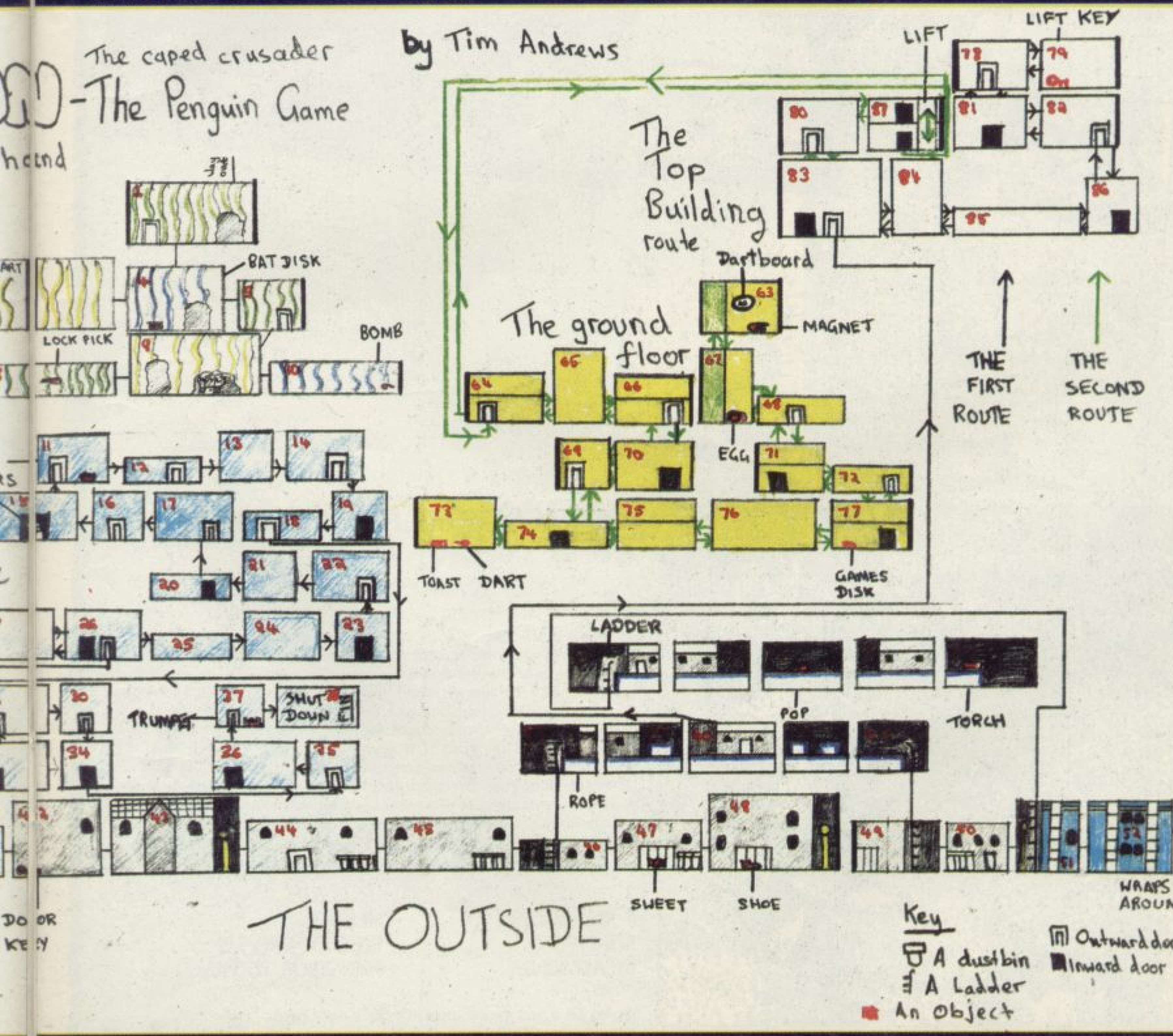
to the right along the roof. Once you arrive at room 60, stand in front of the door and activate the lock pick to open it. You can now walk into the building. You should now be in room 83. Follow the route shown on the map to room 79 and take the lift key found there. Now follow the route to room 87. Stand between the ropes, in the lift shaft and activate the lift key. You should now be in the bottom half of the screen. Go through the door into room 64. Follow the route shown into room 73 and take the toast and dart. Now walk right to room 77 and take the games disk.

Make your way now to room 67. Stand in the green bit (technical huh?) and activate the rope. You can climb up the rope into a secret room. (Oo-ee-oo etc). Find and grab the magnet and wherever you feel like it activate it 'cos it doesn't actually appear to do anything, but, you've guessed it, it will boost your percentage score. (Oo-ee-oo again).

Now, staying in the same screen, stand in front of the dartboard and activate the dart. You can now take the doorpass. Make your way back to room 67 and remember to grab the egg on your travels. Eat it when you need to. (But need I say that it should be hard boiled for health reasons? – GT). Now leave the building and once you are back on the roof, walk to the right and climb down the ladder. Carry on walking to the right and then go up the next ladder. Once again walk to the right and pick up the pop and torch on the roof. Now, make your way down to room 39 where you should stand in front of the door and activate the door pass.

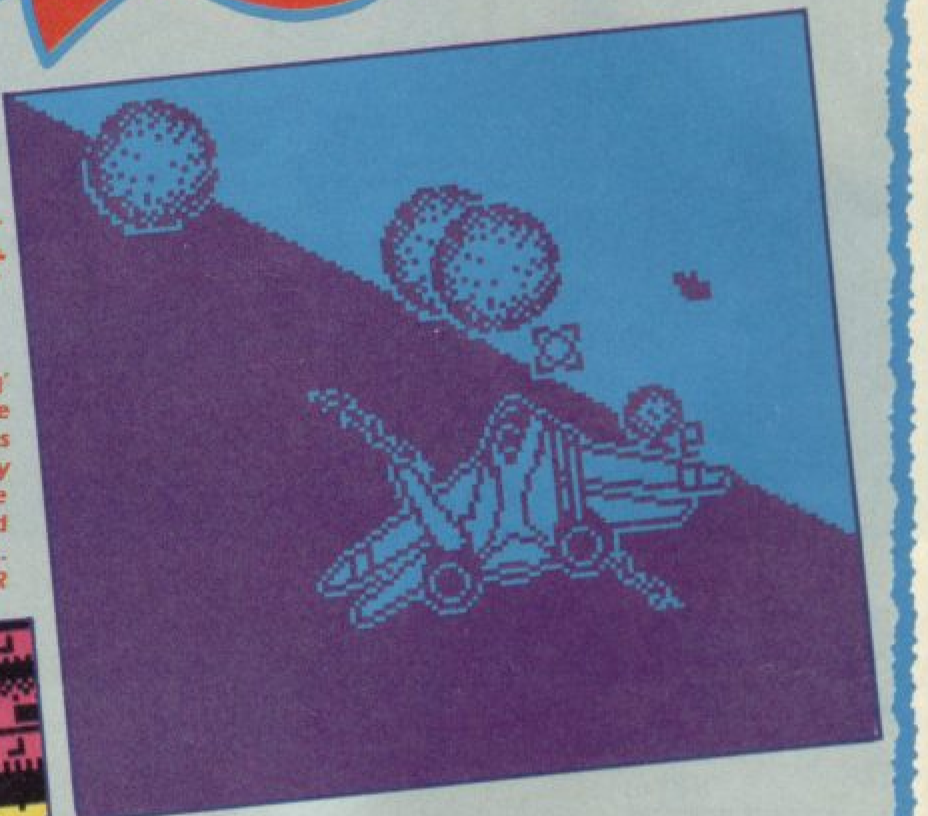


Once inside this room activate the torch as it is dark. Now follow the route shown on the map to the tape in room 28. Carry on the route all the way to the end picking up the cake and trumpet. Eat the cake and activate the trumpet, unless you are a space alien in which case do it the other way around. On the very last screen activate the tape and then activate the disk and you will have finished the game! Fin!



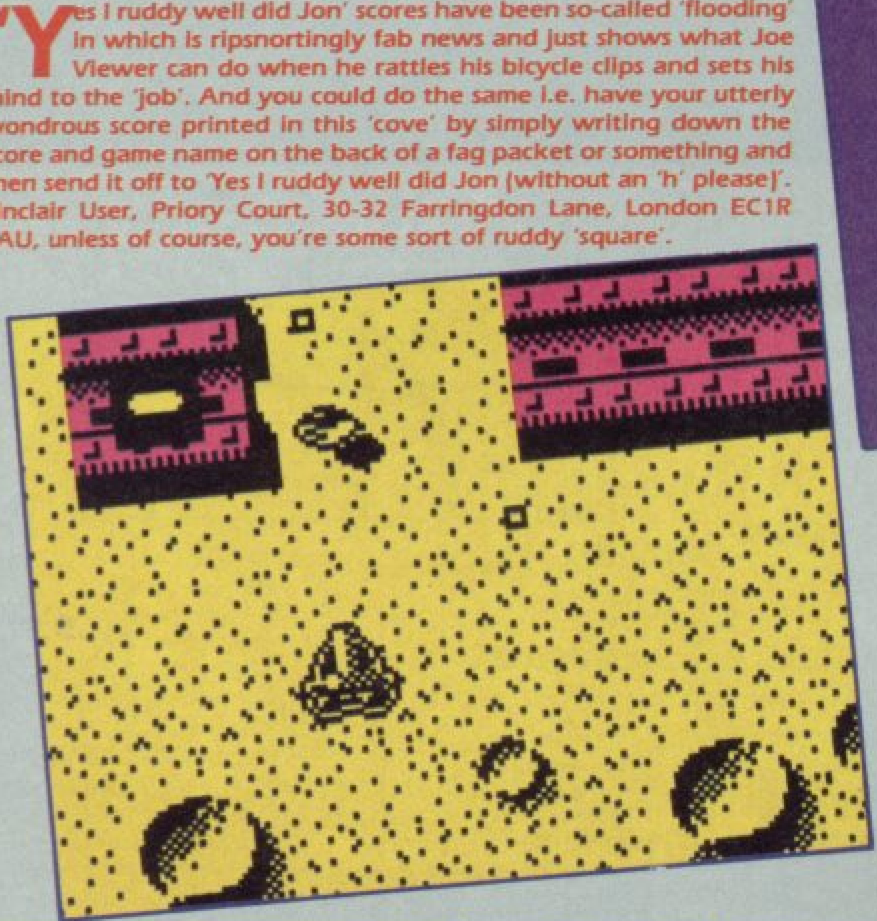
3 ZAPCHAT

YES I RUDDY WELL DID JON



Man sulking around in disgustingly long trenchcoat: Jon 'Giving it some gyp' Riglar

'Yes I ruddy well did Jon' scores have been so-called 'flooding' in which is ripsnortingly fab news and just shows what Joe Viewer can do when he rattles his bicycle clips and sets his mind to the 'job'. And you could do the same i.e. have your utterly wondrous score printed in this 'cove' by simply writing down the score and game name on the back of a fag packet or something and then send it off to 'Yes I ruddy well did Jon (without an 'h' please)'. Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, unless of course, you're some sort of ruddy 'square'.



AFTERBURNER	40,222,020	Neil Lalley
AFTERBURNER	32,183,780	Rulf 'Rulf' Stewart
COSMIC WAR TOAD	25,632,200	M Kershaw
OUTRUN	70,430,300	Jeff Wayne
OUTRUN	175,602,290	Paul Taylor
MARAUDER	32,480	Paul Taylor
BATMAN (2)	Completed	Neal Tosney
BATMAN (2)	Completed	Tango 8 (??!)



READER'S BIG FIVE WOTSIT

Gong Show Host: Jon 'Deep House' Riglar

Look at all this palava! Scores of viewers have been marching around the offices, stomping their feet loudly and screaming 'Does your chewing gum etc etc . . .' 'cause there wasn't enough room to print the readers chart in SU April edition. Well, rattle your bicycle clips no longer because here we are once more and John Turner from Newcastle is about to have his day 'made' 'cause we're going to print his top 5. If you fancy giving it some gyp and compiling your fav games, then send 'em in to us here at SU and you could find your chart printed and have thousands of screaming Minogue-ettes chasing after you for your autograph. (This all sounds highly dubious to me – GT). Mind it's all metric these days . . .

1 OPERATION WOLF	OCEAN
2 BATMAN (2)	OCEAN
3 THUNDERBLADE	U.S.GOLD
4 MARAUDER	HEWSON
5 R-TYPE	ELECTRIC DREAMS
6 LAST NINJA	THINGYBOB, YOU KNOW

(Hang on a sec, something's not quite right here. – AS)

CARRIER COMMAND



STRIKE-ATTACK!

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Amstrad disc	£19.95
Amstrad PCW	£24.95
Spectrum+3 disc	£15.95
Spectrum (128K only)	£14.95



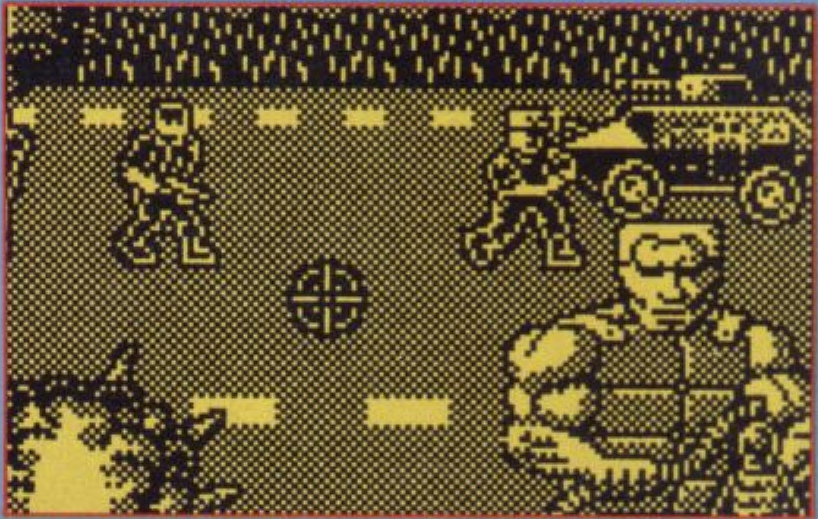
Spectrum+3 screen shots.

REALTIME GAMES SOFTWARE LIMITED

RAINBIRD

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

ZAPCHAT 4



RUDDY QUICK TIPS (IDEAL SIZE TO FIT IN THOSE LITTLE PLASTIC POCKETS THAT ARE ALWAYS IN THE BACK OF WH SMITHS FILO-FAXES)

Man in charge of writing long titles: Jon 'Eh?' Riglar

Stuck in *Escape?* Still trying to kill the alien slime in *Blobocop*? Fed up with *Operation Wolf*? Having problems with the drainage system in the neighbours driveway? Or perhaps everything in your life is perfectly shaped, perhaps you are at this very moment floating quietly on a soft squashy fluffy cloud without a care in the so-called 'world'? No, didn't think you were. So, best you 'tune' your receivers onto this frequency and pick up the following 'helpful' pointers.

Escape was the well dudey adventure game slung on last month's cover, so if you were out of the country or simply couldn't be boethered walking down to the newsagent to get the issue, they you're in schtuk, so to speak. Phil Abbott from Northampton has sent in the complete solution and here it is: (apologies for the fact that these tips are in the form of 'left, up, left, up' sort of format – normal service will resume as soon as possible).

'Take candle, move table, go south, take calendar, shake calendar, drop calendar, go west, examine bed, eat dates, stick a spell on the bed, go north, go north, play piano, go east, go east, cast police, unlock safe, go south, go south, cast buzby, cast swan, go north, go east, take lamp, take oil, rub lamp, cast dallas, go west, go west, oil hinges, open trapdoor, go west, cast yeinz, go west.

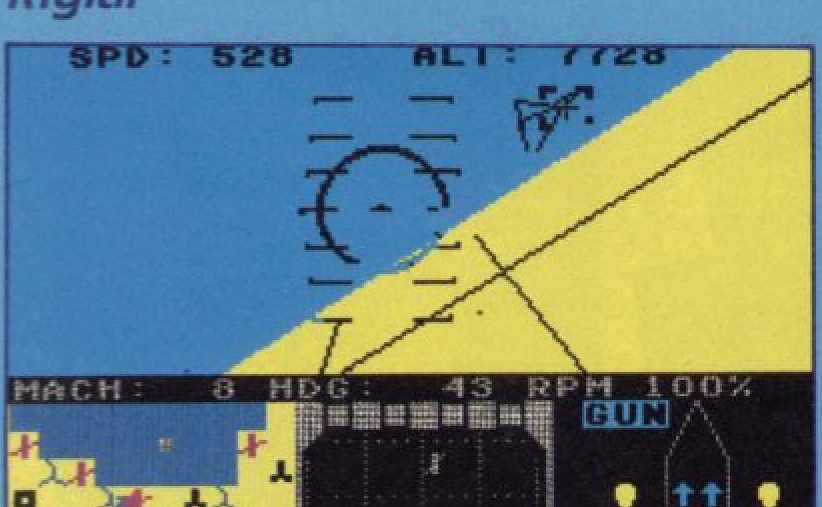
Blobocop. Another rum cover game. Alan Chang from I'mnotgoingtobotherputtingmyaddress has sent in a cheat. Old Al' says if you bang (ooer) the left and right keys in succession really quickly you should suddenly see *Blobocop* sprout rotor-blades and you'll be able to whizz him left and right at high speeds! Andrew 'I am going to put my address' Helstrip from Yorkshire has also written in concerning *Blobo*. Apparently, the final message will be 'Sorry, no one home' with a calling card from Joe Blade underneath. Gooooooollllllyyyyy!

Xenon. One of those games with titles hard to pronounce. Any road, if you are Eddy Jones then pay attention 'cause your tips are about to see the light. To obtain a secret message (ooool) then pause the game, hold down the keys T.I.N.Y. and you'll be given the goods after which you can unpause the game and blast away to your heart's desire.

Operation Wolf (Can't you think of any other way to start the paragraph? – GT) Two cheats to behold. Firstly, John Hamm says that if you load up the 128K version while still in 48K mode, you will automatically start on level 6! Whereas Nigel Samms says that you can cheat by waiting until the phrase 'Communication Camp' appears on the screen and then press all the keys on the left, which makes the game crash for a while. After a few seconds, it will return to normal action and at this time whack the same keys again. You should now be 'transported' to the next level.

READER'S BIG FIVE (OKAY SO IT'S ACTUALLY SIX)

Man with stutter at Wadham Stringer: Jon 'Kick it in then mate' Riglar



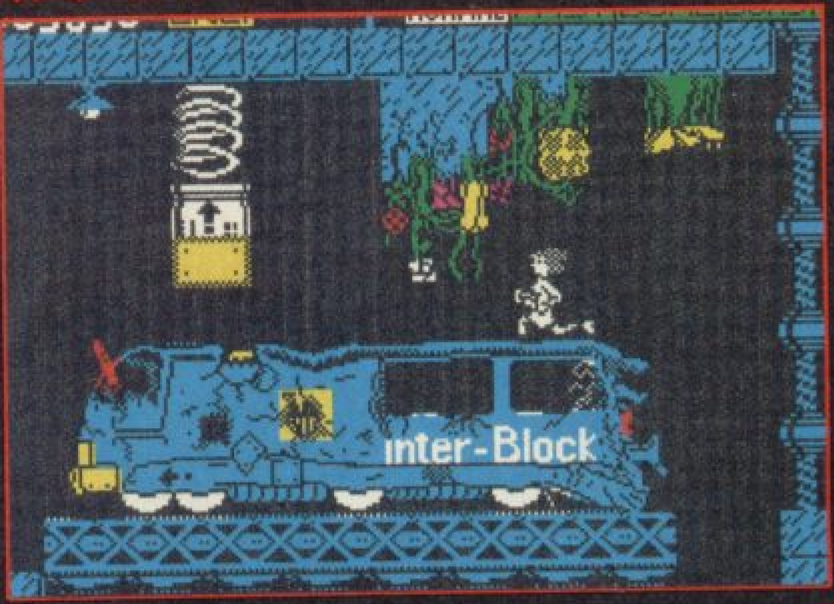


Life, they say, is a wee bit like a purple waterhog zooming around on a big pink pedalo, not exactly knowing how to steer the thing and so ending up going round and round in circles for so-called 'hours'. Or maybe you feel deep down that life has only one purpose and that is to get your all time top 5 printed in this 'ere organ missus. Well, if that idea tickles you cockles then cast your peepers through the following 'text' to find out the address to write off to. In the meantime, relax, grab your pipe and put on your slippers as Norval Scott counts down his very own chart.

1	ARKANOID	IMAGINE
2	GUNSHIP	MICROPROSE
3	F-15 STRIKE EAGLE	MICROPROSE
4	GAUNTLET	KIXX
5	WIZBALL	OCEAN
6	AIRBORNE RANGER	MICROPROSE

GAMES REVIEW!

THE HIT SQUAD



Say what you like about Codemasters (we do, we do), they come up with some real rip-snorters sometimes, and this is one of them. In case you're not used to having your rip snorted, let me explain the experience to you; it involves lots of zippy graphics, non-stop action, joystick-pumping excitement, and not spending too much money.

Hit Squad is a fairly standard arcade-adventure with loads of levels and loads of flip screens. Set in a shattered Los Angeles of the year 2125, it follows the adventures of four valiant streetfighters in their attempt to hunt down and eliminate a criminal warlord. Before starting the game you get to choose which character you play; pouty vixtress Xena, sneaky Stak, brainbox Ace or wiry Zara. The digitised pics on the title screen look more like Kev, Shaz, Daz and Trace from Macdonald's but there you are.

The backgrounds for the twelve levels are extremely good; ruined tube systems, complex pipeways, broken vending machines, streetlamps, causeways and piles of packing cases overrun by plantlife. Part of the fun is figuring out how to get safely from one side of the screen to the other, avoiding pitfalls and using objects to reach higher and higher.

You have to move fast, too, because the screens are packed with 'orrible monsters; coiling springs, hammers, demons and the like. They come boiling out of air vents, and have to be despatched with a single shot to stop them draining your energy, shown at the top of the screen.

You start off with a simple hand-gun, and by finding W

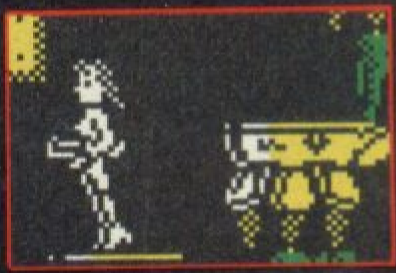


tokens you can upgrade to altogether sexier weapons such as the Wave, Burst and Bozuka. These fire in different directions and with different powers, but all basically allow you to clear out the scummies faster and better.

You also have to find a teleporter token to complete each level. These are often tucked away at the top of the screen, so you have to fight off the baddies as you climb, then find the teleport booth and enter it to be transported to the next level.

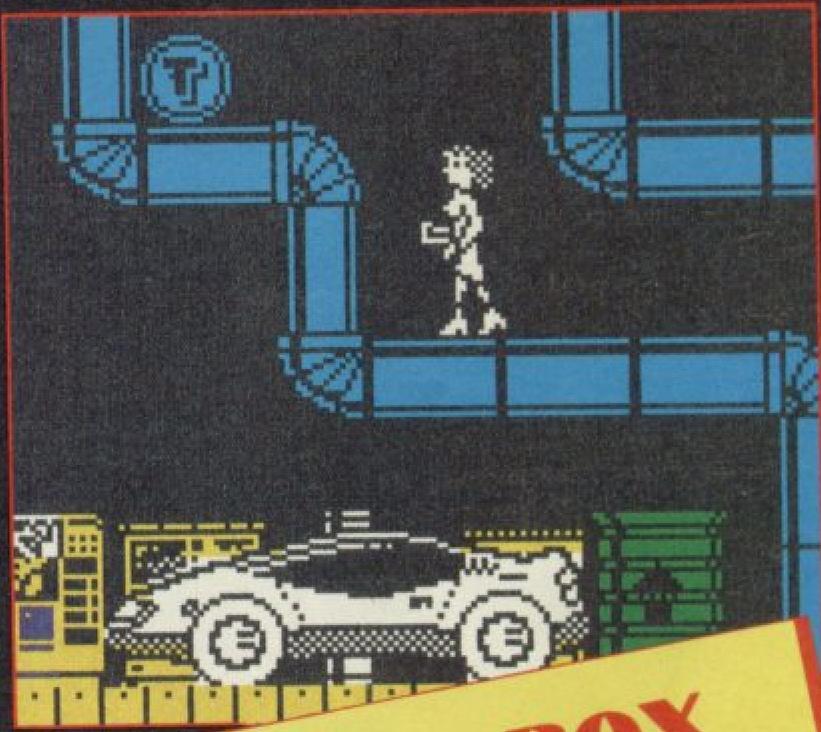
The sound effects are fine and the animation extremely fast and smooth. What's strange is that each individual level seems to be over very quickly; once you've learned where the teleporter and token are located in Level One, for instance, you can complete it in about ten seconds. No doubt later levels get more complex; I eventually got stuck when I failed to find the teleport on one level.

Choosing different characters doesn't make much difference



to the way the game plays, so it isn't exactly a "penetrate the criminal warlord's secret hideaway-simulator", but it's so fast and bangy-bangy that you won't have time to worry about all that. Just for once, the little Darlings' wild claims on the package – "technically brilliant, ultra fast, infuriatingly addictive, mega blast-'em-up!" – aren't that far from the truth. But then, they didn't write it, Binary Design did. Teehe■

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ARCADE REVIEW

FAX BOX

THE HIT SQUAD Label: **Codemasters** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Author: **Blanry Design**

Fast-moving, well-designed, enjoyable blaster.

Reviewer: [signature]

GRAPHICS	SOUND
80	70
88	89
PLAYABILITY	LAST ABILITY

OVERALL 87

FULL WARNING STATUS: CONDITION RED









AMIGA SCREEN SHOTS



image works

THRUSTER • LAUNCH!
WARRIOR • LAUNCH!
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COMPETITION



Impress the girls and ruin your shirts with Grandslam's fantastic *Running Man* compo!

Are you fed up with being a hopeless physical specimen, the eternal recipient of a faceful of sand with about as much pulling power as a C5? Well it's time to change all that thanks to this super compo with Grandslam. It's guaranteed to turn even the weediest weed into a gorgeous hunk of throbbing gristle.

Take Nigel Spank, for example. For years he wanders in a wilderness of social ineptitude, a gigolo in a hamster's frame, continually frustrated and unable to express his true machismo until he enters the super competition in Sinclair User and wins: A COMPLETE BODY SCULPTING PROGRAMME!

Inspired by the rippling physique of Arnold Schwarzenneger in the astounding film *The Running Man*, Nigel enters this marvellous competition, wins, and is immediately presented with the saucy equipment shown here. After a couple of seconds work, using the booklets provided in a careful and responsible manner. He has changed into Nick McHard, heart-throb and fashion model. Adored by women and feared by men. What a transformation!

How to get Hard:

Answer the following questions and send them to: "Make me 'ard!" Competition, Sinclair User, 14 Holkham Road, Orton Southgate, Peterborough PE2 0UF. Please remember that if you win you mustn't overdo it and pull a hamstring or something.

1) The muscles at the front of your upper arms are called
   a: Biceps b: Triceps c: Hands
2) Arnold Schwarzenegger has endorsed weightlifting equipment for which of the following companies:
   a: Weider b: Mr Bulgypants c: Veryfit Developments Inc
3) Arnold Schwarzenneger's real name is:
   a: Henry Strauheim b: Arnold Schwarzenegger c: Marion Nancy

1) ....
2) ....
3 ....

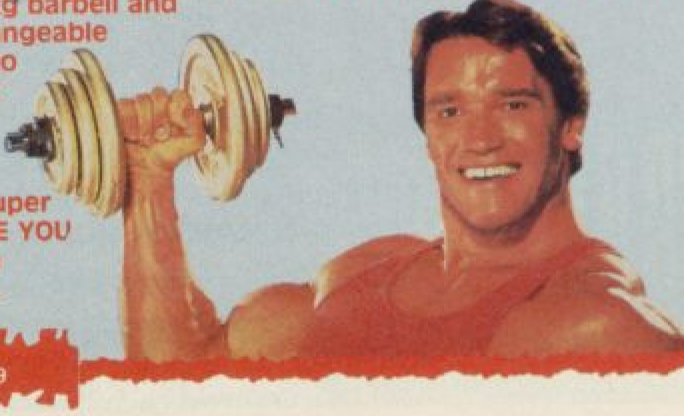
Name ....
Address ....
....

I fully understand that I mustn't injure myself or anyone else with these weights and must act in a responsible manner with them and neither rick my back or squash the cat. Compo entries in by 30th April 1989.

What you get:

The winner will receive a super Weider 230 weight bench with leg extension bars and all manner of other sauciness. He'll also get a Weider Gold Medallion 50kg barbell and dumbell set, with fully interchangeable weights heavy enough to even make Arnie bréak into a sweat. He'll also get a super pair of weightlifting gloves. Five runners-up will win Super Strength Builders which GIVE YOU SUPER STRENGTH and a fab *Running Man* T-shirt.





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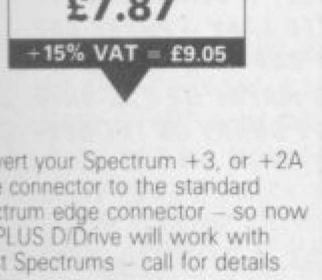
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Convert your Spectrum +3, or +2A edge connector to the standard Spectrum edge connector – so now the PLUS D/Drive will work with latest Spectrums – call for details

THE TWO FACE

£ 26.04

+15% VAT = £29.95



Another winner from MGT. A two-way connector with a switch that lets most incompatible interfaces work together! The TwoFace also has a built-in joystick interface. Beta/Opus disc drive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry.

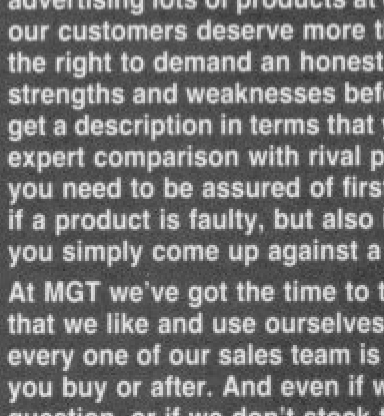
It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

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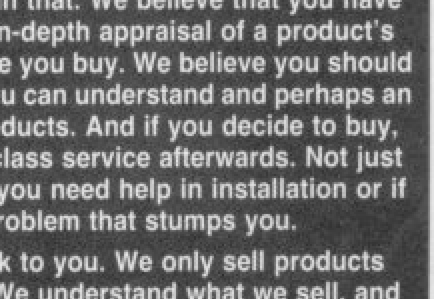
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Well hello knucklenead,
How on earth could you put a classic stamp against **Double Dragon** with only a 51% rating on the two charts is beyond me. You gave it a stinking write up, saying the graphics were terrible. So, is it worth buying or not?
Lee Baldwin
Pontypridd
P.S. My sister thinks you look like Sooty after a night on the tiles.

● *THANK YOU FOR WRITING TO ME AGAIN LEE. EVEN IN MY FAILING MEMORY I CAN REMEMBER YOU LAYING UNNECESSARY PRAISE ON ME. AS FOR YOUR COMMENTS, YOU ARE OF COURSE COMPLETELY RIGHT AND I AM WRONG IN EVERY POSSIBLE WAY. FOR THAT I APOLOGISE. INSOFAR AS YOUR SISTER'S COMMENT, DOES SHE MEAN AFTER SHE'S BEEN ON THE TILES OR AFTER SOOTY HAS?*

When I was sifting through my December SU I noticed a preview of **Xenon**. As I was reading through the article I noticed an extremely long name of a company. This incredibly long name was Virginmastertronicincorporated PLC. Is this a record, and if so could you please inform me.
By the way I think your mag is totally and utterly brilliant and the megatapes are even better.
Ian Cuthbertson
Sutanmore
Southampton

● *THANK YOU SO MUCH FOR YOUR KIND WORDS. IT DOES AN OLD BEAR'S HEART PROUD TO KNOW THAT HIS HUMBLE EFFORTS ARE APPRECIATED. I'M SURE THAT VIRGINMASTERTRONIC-INCORPORATED WOULD BE A RECORD IF THERE WAS SUCH A COMPANY, BUT IT WAS JUST THAT NAUGHTY JIM'S LITTLE JOKE. HE'S SO BAD GETTING YOUR HOPES UP LIKE THAT. EXCUSE ME, I THINK I'M GOING TO BLUB.*

I don't wanna blather on, but I've found a poke for **Go Bear Go**. Ya press BREAK (in 128K, then go into 128 BASIC) use the cursor keys to take the cursor keys up to line 10. Change it into RANDOMIZE USR 32999 or 32998. Go down to line 30 and change it into: If i $<"1" or i $="4" then GOTO 20. Change the 4 into a 3, type RUN, press ENTER.
The screen should then turn black, with the silhouettes of a number of eggs and Kami on the screen. When the timer runs out you should get back onto the screen you got killed on 'cept with unlimited lives. OK, huh?
P Robinson
Burnley
Lancashire

● *HOW THOUGHTFUL OF YOU TO SHARE THE FRUITS OF YOUR LABOURS WITH OUR READERS. I'M REALLY PLEASED THAT YOU'VE COME UP WITH AN INFINITE LIVES POKE FOR GBG, BECAUSE I'M GETTING VERY UPSET BEING KNOCKED OFF THAT JETBIKE EVERY TEN MINUTES. IT PLAYS HAVOC WITH MY FUR-DO FOR A START.*

Dear Mr Ed, Please, please, please, please, please, spend a bit more dosh on your covers, every time I buy an SU mag the cover always comes off. If I take a poster out, the same old story, off comes the cover. Once more, I have asked around and all my friends have the same problem. Please, please do something about it. Everything else is perfect.
YOURS PLEASINGLY
Simon Seed
Warks

● *I REALLY CAN SYMPATHISE WITH YOU SIMON AND I'M SORRY TO HEAR ABOUT YOUR COVERS. WHAT CAN I SAY? IT'S NOT RIGHT THAT THIS SHOULD MAKE YOU SAD, BECAUSE I DO KNOW HOW IT FEELS TO BE SAD, I REALLY DO SIMON. ALL I CAN SUGGEST IS THAT I COME ROUND AND COMFORT YOU. LOOK, I'LL JUST FETCH MY DUFFLE COAT AND I'LL BE ON MY WAY, OK?*

I've just one question – why are you so rude? I have recently joined the "Mary Whitehouse Against Rude Bears" campaign. Your senseless violence appals me and other readers who get the mag just for the poetry corner. Really Mr Bear, you could clean up your image by doing flower arranging or something. (Not really, I love violence and psycho bears!!!)
Alan Arnold
Basingstoke

● *BOOHOO! JUST WHEN I THOUGHT I'D FOUND A KINDRED SPIRIT, YOU TURN OUT TO BE JUST AS BAD AS ALL THOSE OTHER NASTY LITTLE BOYS! WHAT'S SO FUNNY ABOUT POETRY AND FLOWER ARRANGING? HERE'S A POEM I WROTE ABOUT A FLOWER: "OH FLOWERY PLANT, OH FLOWERY PLANT, FLOOWERY FLEEFLOW, YOUR FLOPPERY FLUPPERY PETALS WAFT UP MY LITTLE NOSEY . . ." (SHUT UP – GT).*

Dear Sir, I am writing this letter to praise you on last July's copy of SU. I finished reading it months ago but only now can I bring myself to talk to you about this mega awesome mag.
This mag is so cool I don't keep it at home. As soon as I finish reading it, I take it down to the National museum where they put in on show.
So all your readers out there, get your Sinclair User, cancel all your plans for the next decade or two and lock yourself in your bedroom, only coming out to get the next splendid edition of SU (from Securicor).
Lee Baldwin
Pontypridd

● *OHHH! I DON'T DESERVE THIS KIND OF PRAISE, YOU'RE FAR TOO KIND BY FAR. I'M JUST GLAD TO HAVE SOMEONE LIKE YOU AS A READER, BUT REALLY YOU SHOULDN'T BE LAVISIHING THIS KIND OF PRAISE ON A HUMBLE LITTLE BEAR LIKE ME. WHY NOT DONATE ALL YOUR CASH TO A WORTHWHILE CHARITY INSTEAD?*



Dear Kamikaze Bear, I know you are so cool and trendy and know everything under the sun, so that is why I have to ask you this question: How do you pronounce XENON? I say it's pronounced ZENON and my friend says it's pronounced EXNON. We spent about ten minutes arguing about it.
Simon Marshall
Ashbourne
P.S. Please cut down on the punks on T-shirts. Mum said it looked disgusting so I couldn't have one.

● *THANK YOU FOR COMING TO ME WITH YOUR PROBLEM, I AM TRULY FLATTERED. THE ANSWER IS ZENON. PLEASE DON'T ARGUE ANY MORE BOYS BECAUSE I FIND IT ALL RATHER UNNERVING. BY THE WAY, YOUR MUM IS OBVIOUSLY A SENSIBLE WELL ADJUSTED LADY – PUNKS ARE NOT MY CUP OF OVALTINE EITHER. MAYBE WE CAN HAVE A FLUFFY BUNNY ON THE NEXT T-SHIRT.*

Dear Mr Bear, I think your mag is brilliant but . . . TELL IT TO THE BEAR is rubbish because all the writers send you their letters and then you give them crap answers and you are a complete idiot, you have no brains and I HATE you.
Thomas Evans
West Sussex

● *PLEASES DON'T HATE ME THOMAS, I'M ONLY TRYING TO HELP PEOPLE AND ADD A LITTLE SUNSHINE TO THEIR DAY. I THINK YOU HAVE A SLIGHTLY VIOLENT OUTLOOK ON LIFE, IF YOU DON'T MIND ME SAYING. I FIND THAT MACRAME HAS QUITE A SOOTHING EFFECT, MAYBE YOU COULD TRY IT*

TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Yo Kami, I was just wondering, could you put a small smiley badge on one of your fantastic mags cos aciiiieeeeed is in (so are pointed collar shirts and platforms) cos I am mad on aciiiieeeeed music. Your megatapes are cool, fantastic, fan dabby dozy, wicked and crucial (grovel, grovel!) – not to mention the mag's.
Lee 'Aciiieeeed' Hodgetts
West Midlands
P.S. Kami would eat me for breakfast!

● I'M VERY SORRY WE CAN'T DO THIS BECAUSE BADGES HAVE SHARP PINS ON THE BACK AND WE WOULDN'T WANT YOU TO PRICK YOUR LITTLE PINKIES. (ALISON SAYS, GET WITH IT SQUAREY, ACID WENT OUT AGES AGO CALL YOURSELF A TRENDO, PAH!)

Dear Kool Kamikaze, before I say anything else I would just like to say that I think your mag is brilliant! Now, down to business. Just recently I was playing **Target Renegade** on my Speccy, I was fighting "Mr Big" on level 5. Unfortunately I got killed, but wait! When I had to print my name for the highest score, I pressed Caps Shift and Space instead. It filled up about three lines of the screen and then it suddenly turned back to level 5 with "Mr Big" and "Rene". I had another chance to kill him and that I did, with the help of the snooker cue.

The screen is all messed up but you can still control "Rene" very easily. Isn't it just great
Yours hopefully
Barry Hempenstall
Ireland

● YES BARRY IT IS GREAT – I'M REALLY VERY HAPPY FOR YOU. IT'S NICE TO SEE YOUNG PEOPLE ENJOYING THEMSELVES AND ACHIEVING SOMETHING AT THE SAME TIME. THE WORLD NEEDS HAPPY PEOPLE LIKE YOU BARRY. THANK YOU FOR WRITING IT HAS BEEN A PLEASURE HOLDING YOUR LETTER.

Hey Kami, Because you are so tall, dark and incredibly handsome, I feel that it's my duty to kill all those *£&??!!!! out there. I mean, how dare they call you those things. If I were you, I would take my M-16 and blow their bums out but as I am not you I'll have to blow their bums out myself. You see Kami (my darling) I'll be here if you need anything. Now, for this great favour I'm doing you (sweetheart) I think that in return you should give me a nice *long* kiss from those sexy lips of yours. Don't forget now, otherwise I'll come round and blow *your* bum out.
Remember DON'T forget!
Chris Jenkins (only joking).
Chantal Matar
London

● THANK YOU CHANTAL FOR YOUR KIND WORDS BUT I'M REALLY NOT HANDSOME, JUST A PLAIN OLD CUDDLY WUDDLY TED. IT'S GOOD OF YOU TO OFFER TO TAKE CARE OF MY ENEMIES BUT DO YOU REALLY THINK THAT VIOLENCE IS THE WAY? THESE THINGS CAN BE TALKED OVER YOU KNOW.

To Mr Smelly Dog-Breath, who hasn't had a wash since 4th December 1968 and I know it. I know this because, yes it's me, your old nanny, who used to take care of you whilst you were a young toddler and I have a picture of you, when you were young and helpless (one of them involves an up-turned potty) for the negatives, pay me the small sum of £10.
Mary Goppins
Kent

● NANNA, WHERE HAVE YOU BEEN? I THOUGHT YOU'D GONE OFF AND LEFT LITTLE KAMI. NOW YOU'RE BACK CAN WE PLAY 'ORANGES AND LEMONS' IN THE GARDEN, OH PLEASE NANNA? PROMISE YOU'LL NEVER LEAVE ME AGAIN – KAMI LOVES NANNA.

Oi Kami! I wanna complain about that little skum-bag who sez 'Dillon's mad for liking Iron Maiden or Def Leppard'. He has no idea wot he's talking about. I am proud to be readin' a magazine which has a bloke with the same tastes as me, on the team. I think I speak for hudreds of SU readers when I say – "Shut your mouth, you dum-faced creep, you lowly sweat of a pig, you BROS lovin' little grotty toad, cow pat featured, blasphemous idiot who is not worthy to breathe on the same planet as Tony Dillon, you". Well I could go on (oh, could you, YAWN? – AS). Yo Tony! Ya got brains Kiddo, I think we should teach our friend 'ere some manners! EDDIE LIVES!!!
Stuart Anderson
Surrey

● NOW STUART DON'T YOU THINK YOU ARE COMING ON A BIT STRONG. IT'S NOT VERY NICE TO CALL PEOPLE SKUM BAGS, IS IT? YOU MUST REALISE THAT IN THIS LIFE WE ALL HAVE DIFFERENT OPINIONS, SO THE ONLY THING WE CAN DO IS TRY TO ALL GET ON AND LIVE IN PEACE AND HARMONY – PLEASE.

GAMES REVIEW!

DNA WARRIOR

There should be a law agains this sort of thing. To state, as Artronic do, that **DNA Warrior** has "excellent graphics" is simply a lie. It's got hopeless graphics. Fortunately, the rest of it isn't as bad. Well, not quite as bad.

The plot, similar to a few games at the moment, centres around the mad antics of a brilliant scientist, who, so intent on learning more and more in his advancing years, goes to unnatural lengths to enhance the process. Obviously, had God wanted us to have two brains, he would have given them to us, and to the scientist's dabblings go horribly wrong and endanger the boffin's life. Your mission is to enter the man's body in microscopic form, zoom around the blood stream and deconstruct all the growth from the implant, thus saving the scientist's brain from being overrun.

DNA Warrior is, at first glance, is a rather pale imitation of **R-Type**. It's not quite as simple as that though. True, the screen scrolls and a variety of aliens appear to shoot and there are extra weapons to collect, but there are differences too large to ignore.

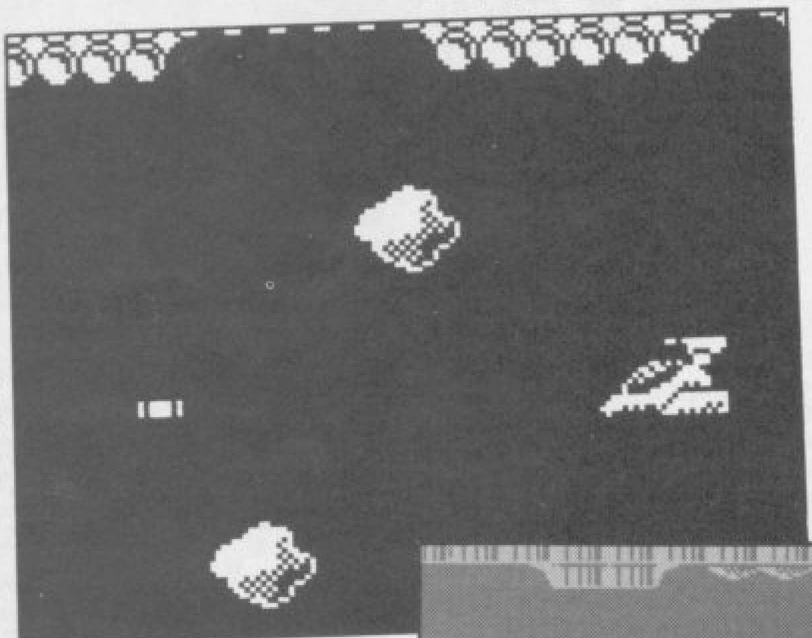
Once you've travelled a certain distance in one direction, you'll find an exit to the next level. You'll need a key to get through these. The further into the body you get, the more difficult it is to find the correct key for the door.

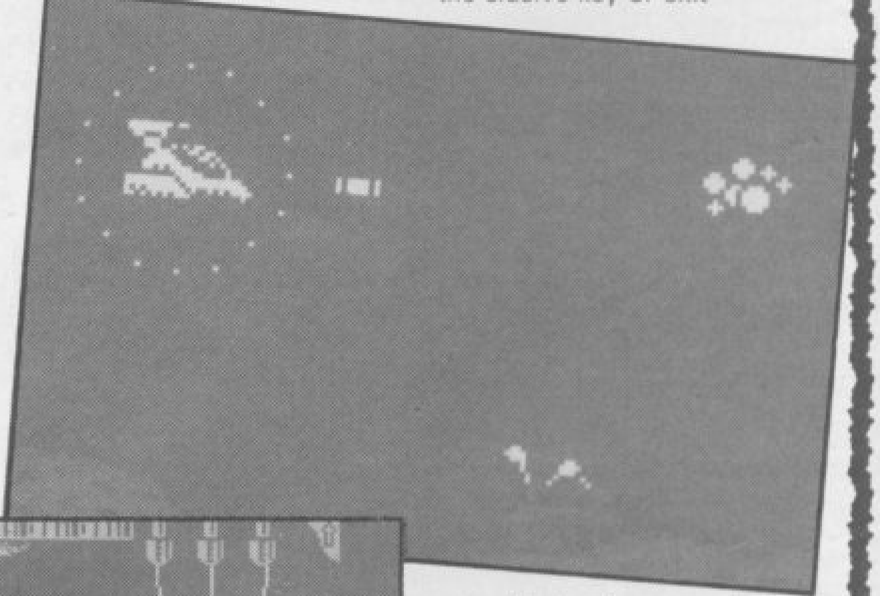
The graphics are poor and while the scrolling (bi-directional) is perfectly fine, your ship moves in a continual series of jerks. Your fire rate is dreadful and even the Rapid Fire icon had little effect. The weapons options work à la **Slap Fight** – you collect tokens, each of which allows a more sophisticated add-on. Hitting FIRE will activate the option.

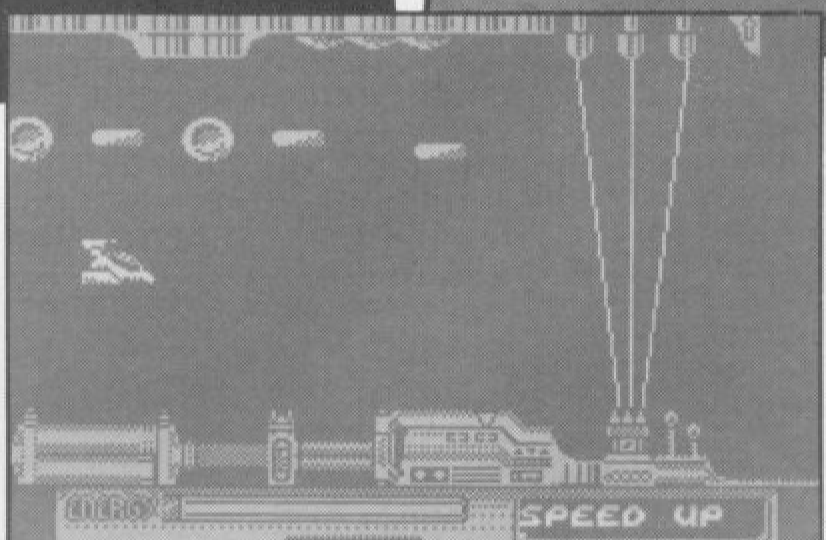
Aliens come at you in uninteresting swirly patterns that have all been seen before. Since your rate of fire is so hopeless it's almost impossible to kill the aliens quickly enough in order to earn another token.

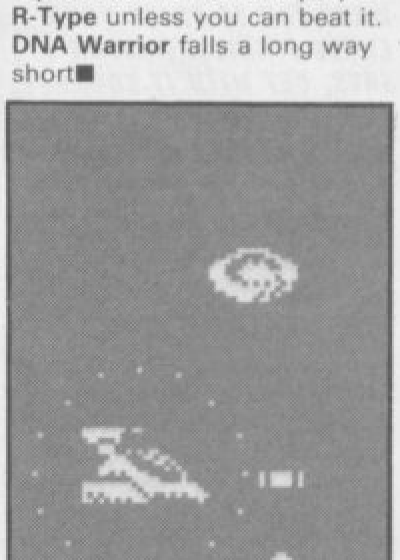
So why don't I hate **DNA Warrior** completely? Well, there are some nice touches. Once you've headed in one direction and decide to turn around, the ship glides back and turns around in a most satisfactory manner. On the way back through a level – in search of the elusive key or exit – asteroids (well, corpuscles) fly past, smashing into you and draining your energy.

These bits are nice touches, although the overall feeling I have is that **DNA Warrior** is pretty disappointing. There just isn't any point in trying to reproduce the feel and play of **R-Type** unless you can beat it. **DNA Warrior** falls a long way short■









ARCADE REVIEW

FAX BOX

DNA WARRIOR *Label:* ***Artronic*** *Author:* ***In-house*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
60	50
58	68
PLAYABILITY	LAST ABILITY

Nice touches embedded in lots of mediocrity.

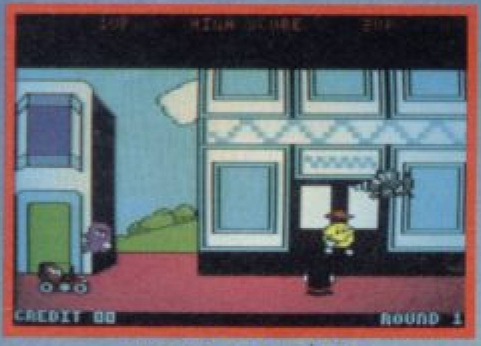
Reviewer: [signature]

OVERALL **59**

10 20 30 40 50 60 70 80 90

PAC-LAND

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AMS SCREENSHOT



SPECTRUM SCREENSHOT



ATARI ST SCREENSHOT

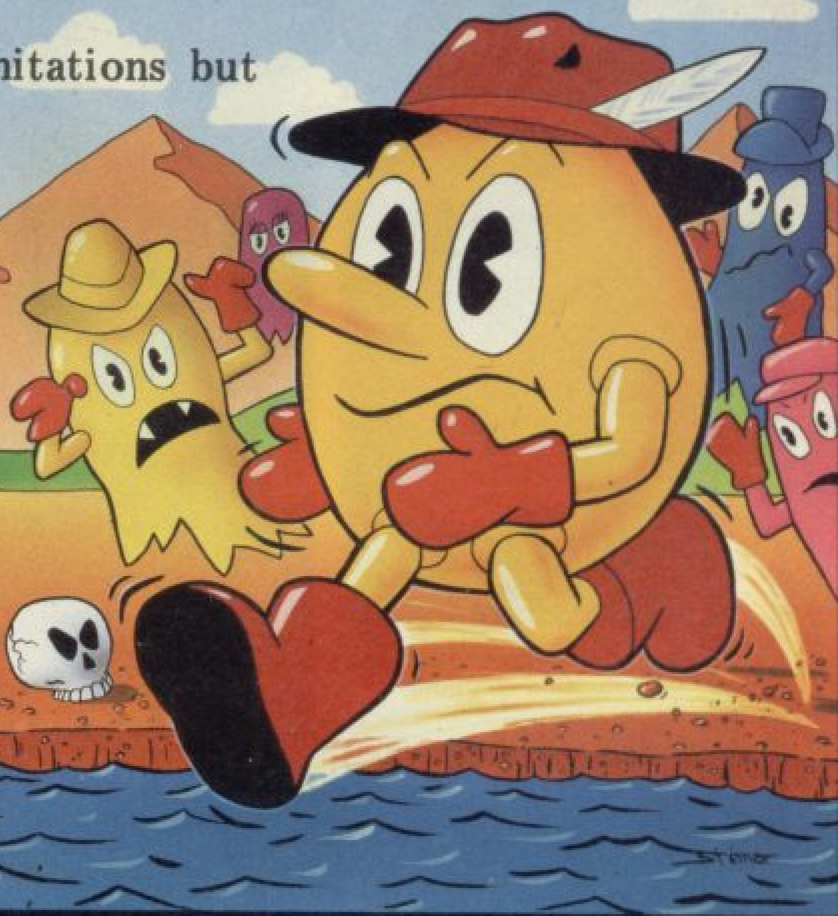


C64 SCREENSHOT

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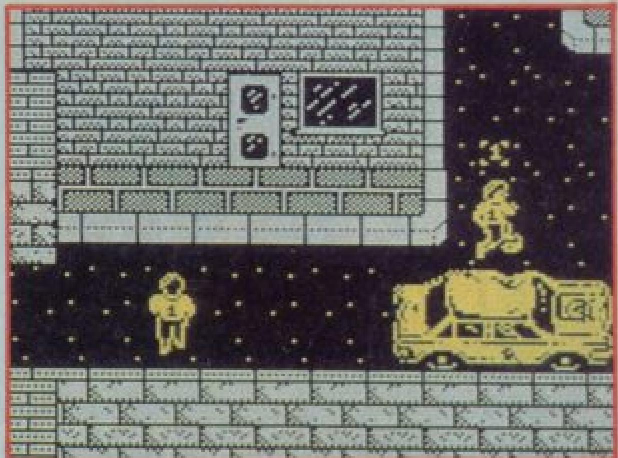
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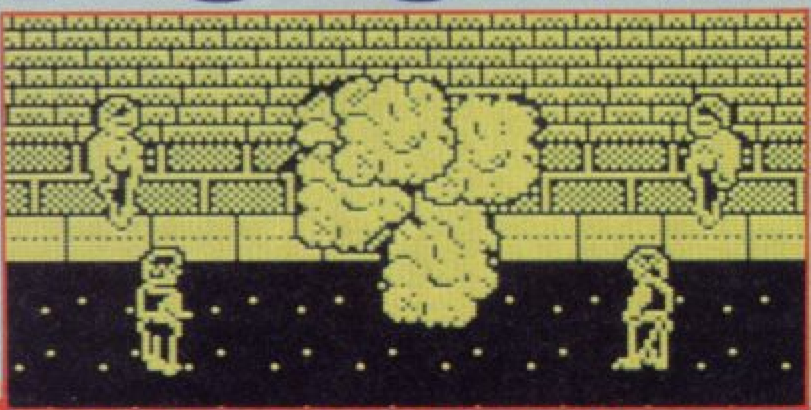
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STREET GANG FOOTBALL





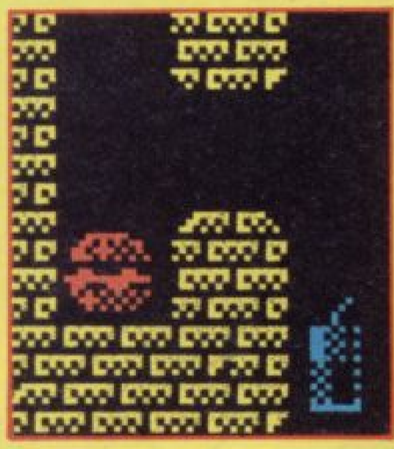
Hang about, this is just a little confusing. I can understand a company dragging out a good idea by creating sequels and rehashes and whatnot, but I can't fathom out for the life of me why those lovely Masters of Code should choose to release a continuation of their previous full-price release, **Four Soccer Simulators**. Let's all confess together shall we, **FSS** wasn't very good, was it?

SGF is awful, but entertaining in the way that it's laughably bad. It's the little 'added extras' that make it funny. Put your ear right up next to the page and listen closely, and I'll explain in great detail.

Both players take control of an 11-a-side Bronx Street gang, and meet in some deserted alley to do battle. Or rather, to do football. This isn't your average, normal boring football game. This is a game where the rules don't apply, and a foul or disallowed goal results in a right old spiffing punch-up.

The punch-ups are nothing short of side splitting. They usually start with a sprog with a speech bubble saying

FAST FOOD





Remember those first generation computer games which all involve chasing things in and out of mazes and getting bonus points? Thought those games werre gone forever? Think again. Because Codemasters are bringing them back in the form of **FAST FOOD** but is it a tasty little snack or just plain indigestible?

FAST FOOD is a maze game with a vengeance. Bits of assorted junk food are spread around various parts of it, you eat the food to gain points and eat the other objects that appear randomly.

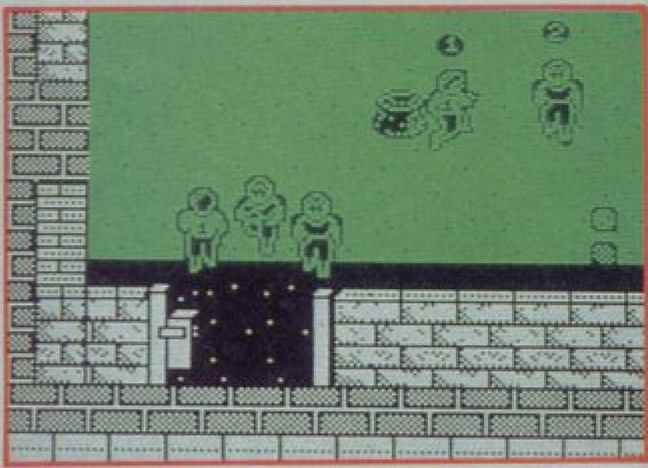
Some of these enable you to increase or reduce your speed – some let you eat the monsters chasing you (ring any bells?). The best food lets you appear and disappear which makes it difficult for the monsters to find you.

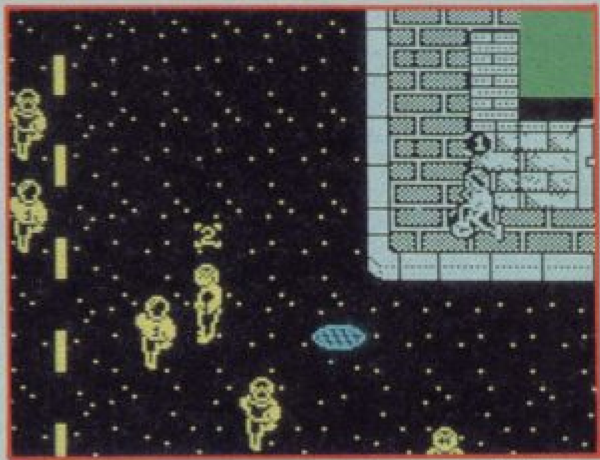
The game is not, as you may have gathered, astoundingly original. But there is enough here in the gameplay and graphics not to make it a total yawn.

The objective in the game is for you to clear as many screens as possible, by eating your way through all the food and getting



GAMES REVIEW!





something like 'Goal'. This is then followed up with about another ten sprogs all shouting different things, resulting in a bit of a scrap. 'Goal', 'No it wasn't', 'Yes it was', 'No it wasn't', 'Grrr', 'Do you want to fight about that', 'Yes', 'Alright then', 'Let's go' etc. The fight itself is a small cloud of dust in the middle of a circle of cheering lads. To win the fight you have to waggle your joystick as fast as possible, making your energy meter go up and your opponents go down. The first player who's energy meter hits zero, loses.

The football game itself is pretty bad. Insofar as still graphics go, it's not that bad. The backdrops are very detailed, and the men are characteristically designed. Now, when it all starts moving, well that's another story. The scrolling is slow and jerky and the animation, what there is of it, is just as slow and jerky.

It plays badly. By bad, I mean you seem to have very little control over the game. Your man seems to change direction at random and a lot of the game is spent without a player on screen. I am a great fan of computer football games, but I had absolutely no fun playing this one■



ARCADE REVIEW — **FAX BOX**

STREET GANG FOOTBALL *Label:* ***Code-masters*** *Author:* ***In-house*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
46	45
23	25
PLAYABILITY	LAST ABILITY

Amusing but pretty darn terrible football mess. The 'fun' is short lived.

Reviewer: Tony Dillon

OVERALL **31**

10 20 30 40 50 60 70 80 90

bonus points by eating objects and the monsters chasing you. I got through around 15 levels, though there are more. There are no great differences in layout, the only changes to each level being in the colour, more monsters chasing you on every sheet and a slight increase in speed on later levels.

The graphics are reasonable but not astounding. There just isn't that much you can do with a yellow blob, though the various foods ie: hamburgers, chicken and pizzas are all done reasonably well. The sound is pretty decent (a voice says "Fast Food" at the beginning of the game) and the "blob gobbling its food" noise is done quite well.

I think the game begins too easily on the first two screens, there are no monsters chasing you, so the excitement is not exactly fever pitched. Things get harder but not that much. Could be just the thing for really young kids, otherwise avoid■







ARCADE REVIEW — **FAX BOX**

FAST FOOD *Label:* ***Codemasters*** *Author:* ***The Oliver Twins*** *Price:* ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

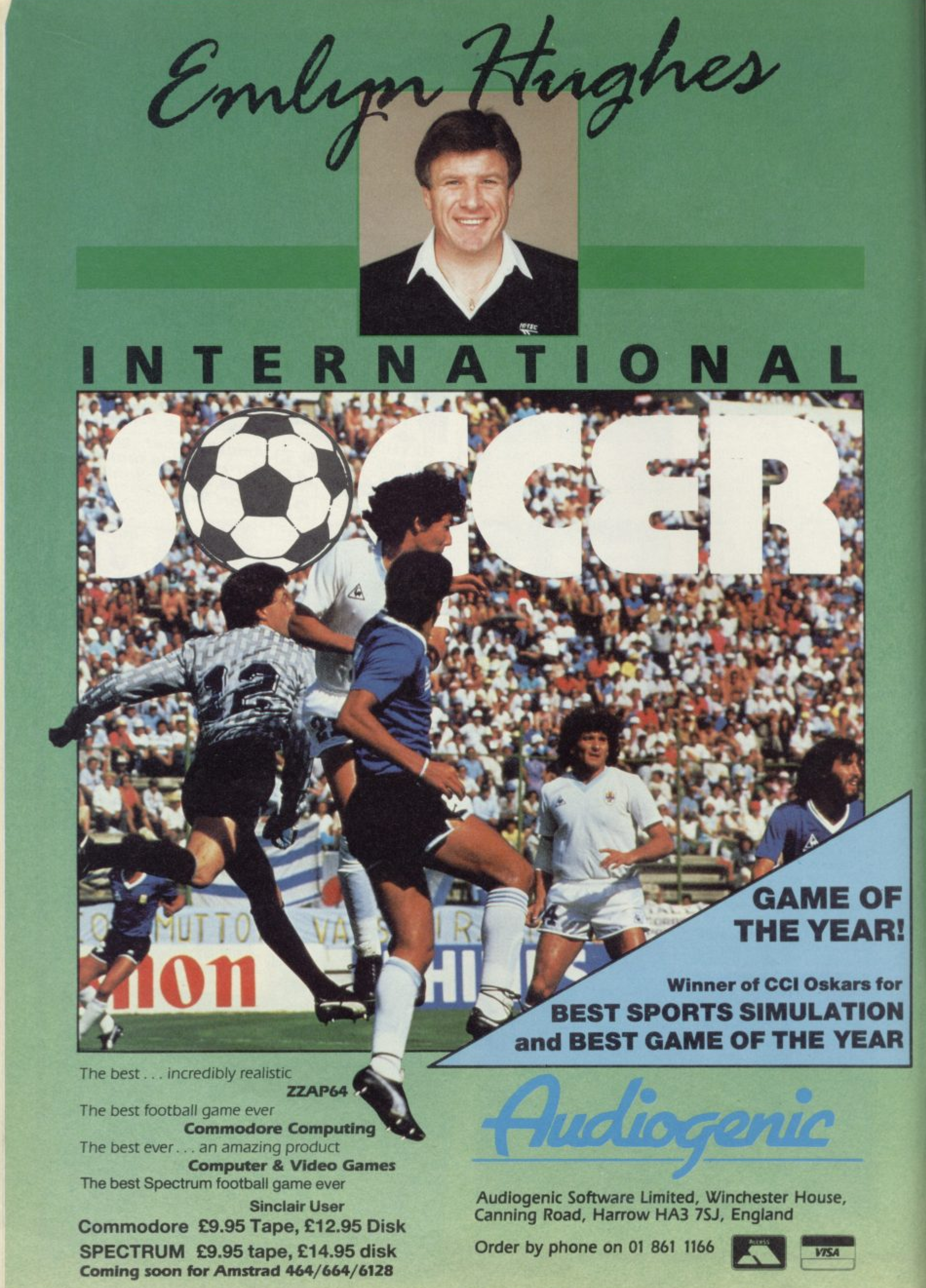
GRAPHICS	SOUND
75	60
65	62
PLAYABILITY	LAST ABILITY

Fair budget release. Too simple.

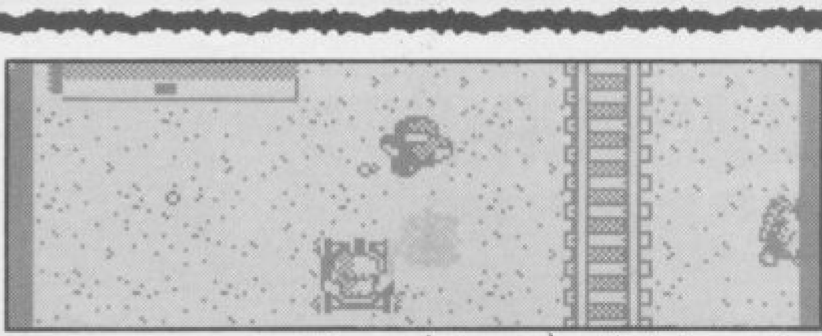
Reviewer: Audi Cummings

OVERALL **64**

10 20 30 40 50 60 70 80 90


Emlyn Hughes
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GAMES REVIEW

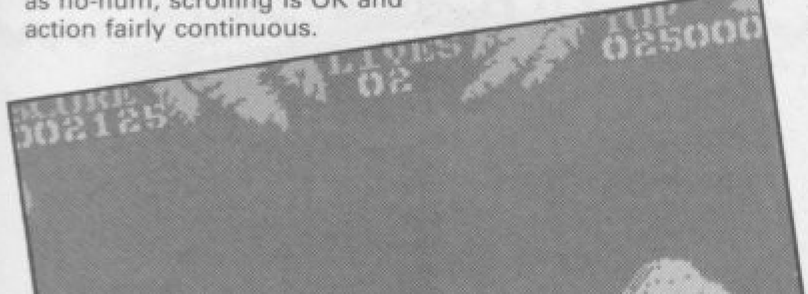


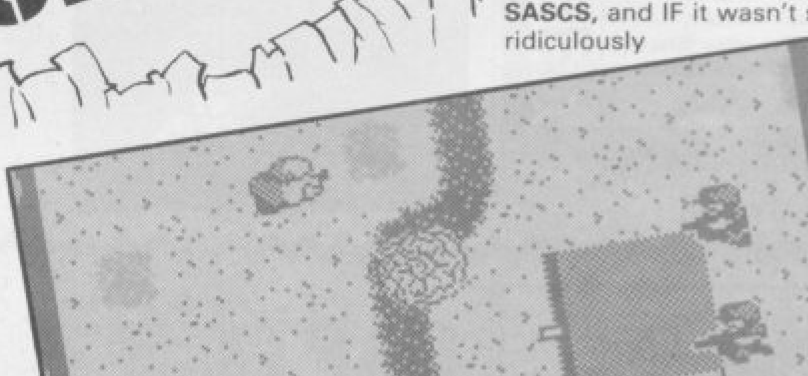
SAS COMBAT SIMULATOR

I can't stand this. You'd have thought we had made enough fun of Codemasters in the past, without them descending into self-parody. Not only do they have the cheek to call this an "SAS Simulator" – SIMULATOR, HAH! – but they also go as over-the-top as usual with self-penned reviews. "It's absolutely incredible how much gameplay there is!", says David Darling. No it isn't! There's a perfectly normal amount of gameplay, neither more nor less than you would expect.

So, having vented some of my not inconsiderable spleen, what's the game all about? Well, far from being an **SAS Combat Simulator,** which would presumably involve making sure that your black balaclava was colour-co-ordinated with your black boiler suit, black gasmask and black machine gun, before you set out to attack a choice of any three from ten foreign embassies . . . er, where was I? Oh yes, basically this is a horizontally-scrolling **Commando**-style game.

You start off armed with a rifle and hand grenades. It's the usual business; move from left to right, pressing the fire button to shoot down little potty soldiers, holding it down to launch a grenade. Graphics and sound could fairly be described as ho-hum, scrolling is OK and action fairly continuous.





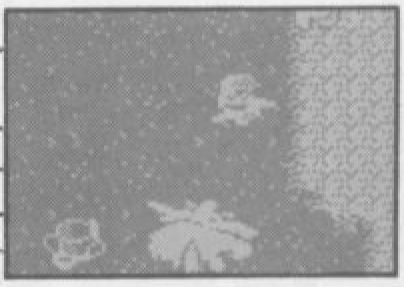
Soon, though, things get silly. By running over a Codemasters logo (typical bit of modesty there, lads) you pick up extra weapons or lives. The first weapon is a jeep, but what a jeep! It can move forwards, backwards, up, down, even diagonally, without changing the way it's facing! WOW! While in the jeep you're protected from enemy bullets, but not from grenades. Baddies, meanwhile, fall spinning to the ground as your crush your way through them.

The end of each level is marked by a railway line. After flinging a grenade at the passing train you turn upwards, fight your way past the terrifying pillbox, and reach the end of the level.

Between levels you encounter the "hand-to-hand-



combat simulator". Oh dear oh dear. This bit's awful. Here you have a side view rather than a top view, and your little SAS maniac makes his way from left to right, fighting off enemies by



prodding them in the stomach with what looks like a fishfinger. Timing is the thing here; there's certainly no other element of skill involved. In due course you come to the end of this merry interval, and it's on to level two, which is the same as level one except that it's green.

If **SASCS** hadn't been called **SASCS,** and IF it wasn't so ridiculously hyped on the back, I wouldn't have been too unpleasant towards it. As a cut-price version of **Fernandez Must Die,** it's not a bad effort, with reasonable gameplay and sound making up for the slightly drab graphics. As it is take the standard advice and try before you buy – even at £2.99■

ARCADE REVIEW

FAX BOX

SAS COMBAT SIMULATOR Label: Codemasters Author: Jason Falcus & Adrian Ludley Price: £2.99 Memory: 48K/128K Joystick: Various

Not much of a simulator, and hardly very SAS either

GRAPHICS	SOUND
56	59
63	60
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL 58

10 20 30 40 50 60 70 80 90

SMASH OFFER

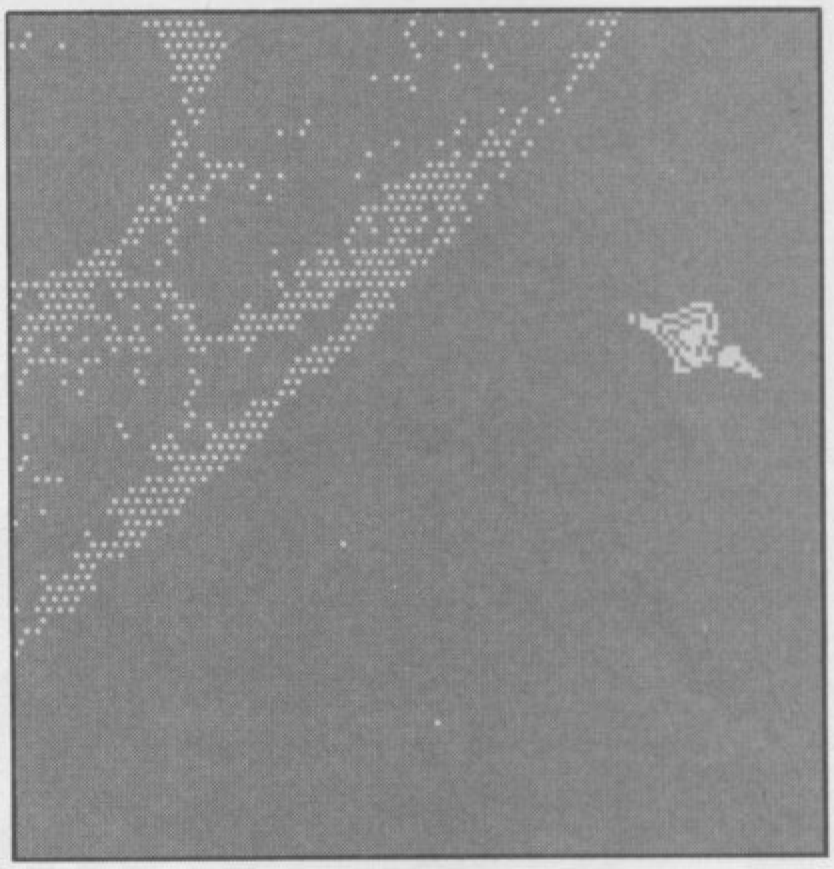
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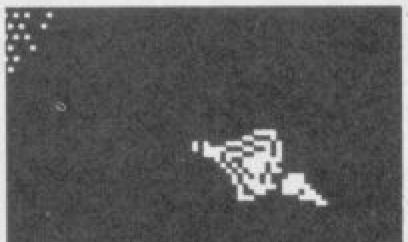
BLASTEROIDS

Good Lord, the universe is turning into a tip. Flaming great rocks drifting about all over the place making things look untidy and causing spaceships to swerve around all over the place. Something clearly has to be done.

Call in the *Blasteroids*! You and a mate can fly through the spacelanes, smashing the asteroids in the astounding sequal to, erm, *Asteroids*.

And Mirrorsoft, what with being so swizzly are giving us a whole £1.50 off the game.





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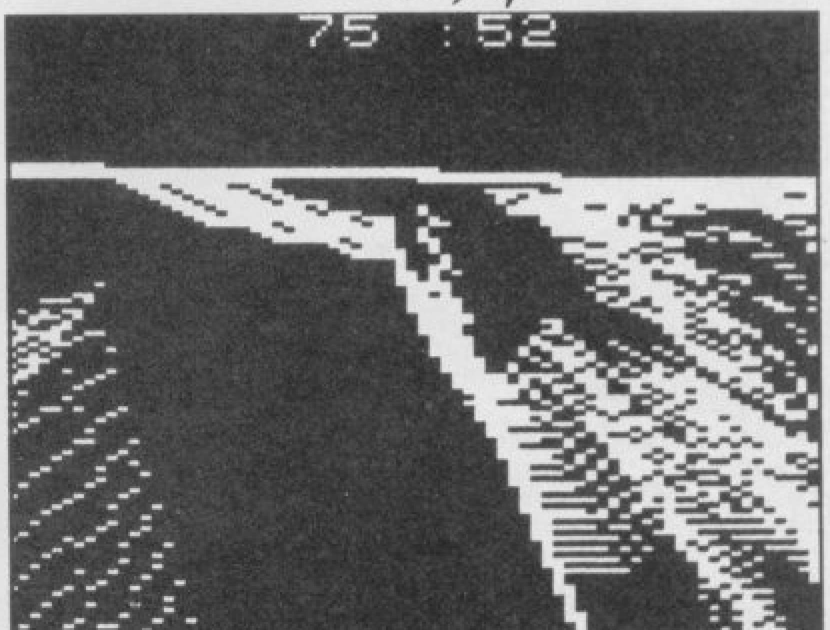
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CAPTAIN BLOOD

We liked *Captain Blood* a lot. We didn't necessarily understand what was going on all the time, but that's an occupational hazard with French science-fiction space fantasy galactic starmap alien mystical android bio-technological exploration trading arcade simulation games, of which there are at the last count, er, one.

Any old how, as the French say, if you like talking to aliens, blowing up planets and searching the galaxy for rogue clones, you'll leap at the chance to indulge in a bit of *Captain Blood* at a saving of £2 on the normal price.

Plus! the first fifty petit carçons to respond get a free poster of Infogrames' next biggie, *Purple Saturn Day*.



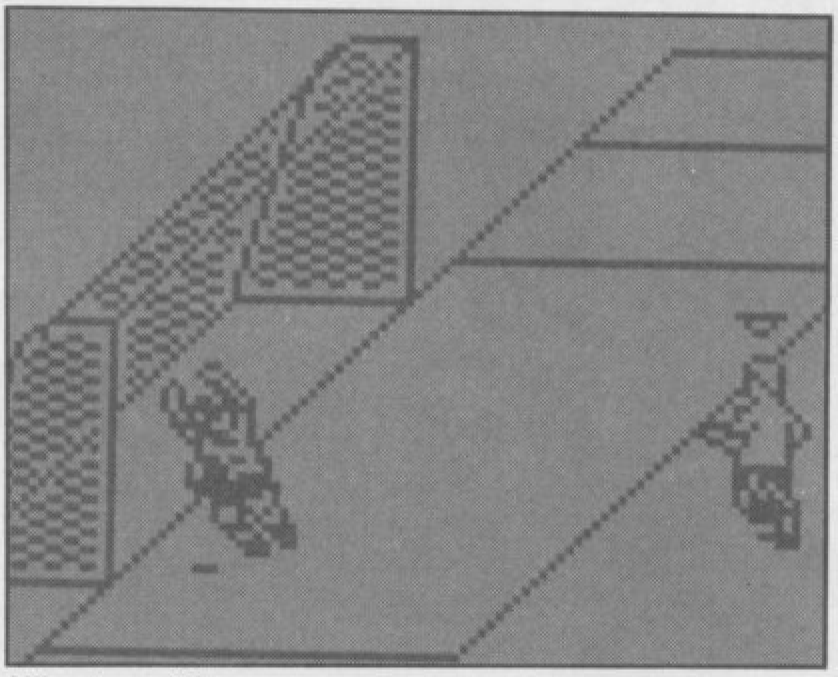
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EMLYN HUGHES INTERNATIONAL SOCCER



Ah know it! Ah know it David! Eeeeh . . . it's Emlyn Hughes International Soccer, isn't it? Ah'm right, aren't ah?

Indeed you are little mannikin, this is EHIS, and it's so super, fabulous and over the moon that it got an SU Classic. Bootboy Dillon called it, "better than any other football game to date", featuring huge numbers of options and an advanced control system. Not to mention the great match graphics. We told you not to mention those, Emlyn!

So whether you're a soccer fan or you support Milwall, you'll want to get this Audiogenic goodie before next Saturday's match, and you can put the £2 you'll save with our Smash Coupon towards half a footie ticket.

Plus! Special gaspo-de-gasp offer! The first hundred punters to respond get a free poster of Emlyn's leering face to boot! (I mean "as well', not "to kick").

3

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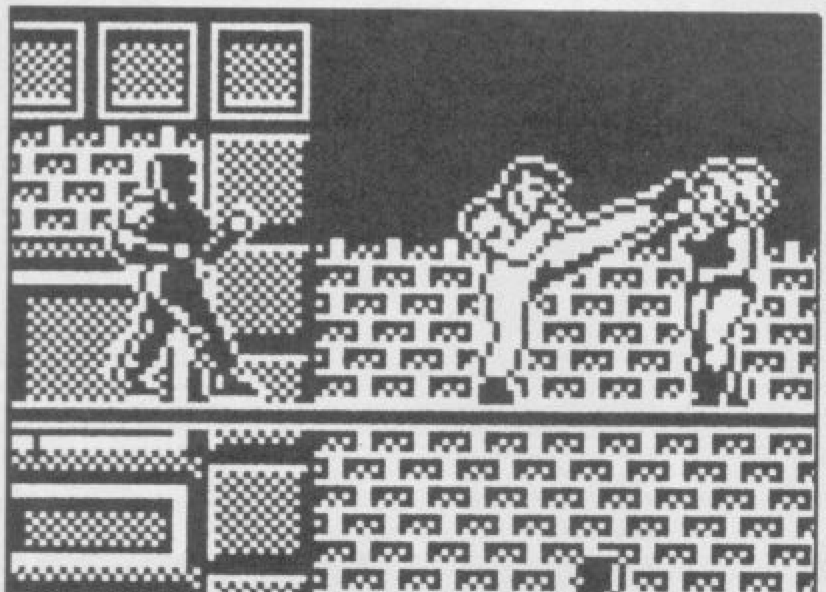
E.H.I.S.

SU SMASH OFFER

Send coupon (and your name and address) to E.H.I.S. Smash Offer, Audiogenic, Winchester House, Canning Road, Harrow HA3 7SJ, together with a cheque for £7.95 made payable to Audiogenic Software.

SMASH OFFER

FREE GAMES II!



It's amazing! Castle Computers, in their infinite wisdom have agreed to do another one of their super deals with us. (They must be bonkers – GT) Simply by choosing one of the games from this list:

PACLAND
RUN THE GAUNTLET
DRAGON NINJA
RUNNING MAN

you can entitle yourself to have a completely free game from this list:

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GOTHIC
CROSSWIZE
DARK SCEPTRE

Incredible but true!

All you have to do is send a cheque for £6.99 along with this coupon and remember to specify which games you want. Brilliant, non?

4

FREE GAMES

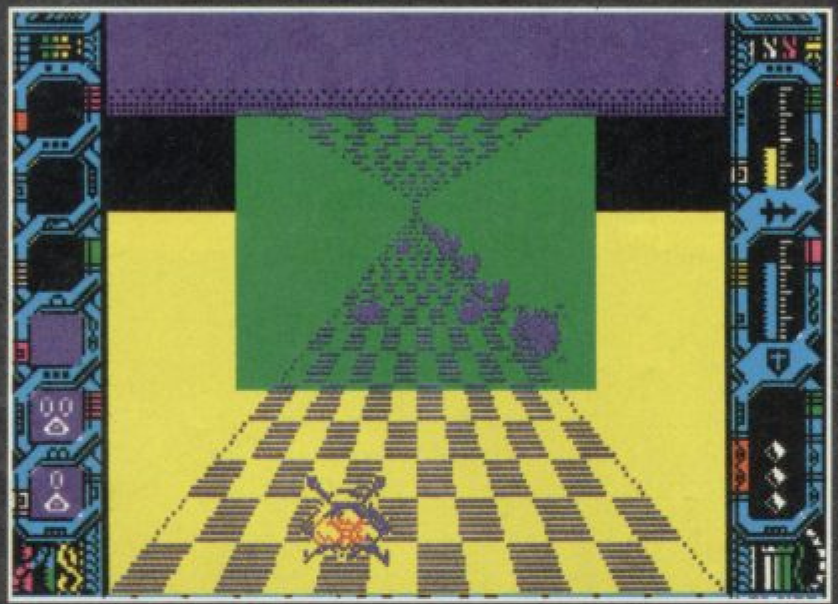
SU SMASH OFFER

Send coupon (along with your name and address) to: Sinclair User Smash Offer, Castle Computers, 11 Newcastle Street, Stoke on Trent ST6 3QB with a cheque/postal order for £6.99 made payable to Castle Computers.



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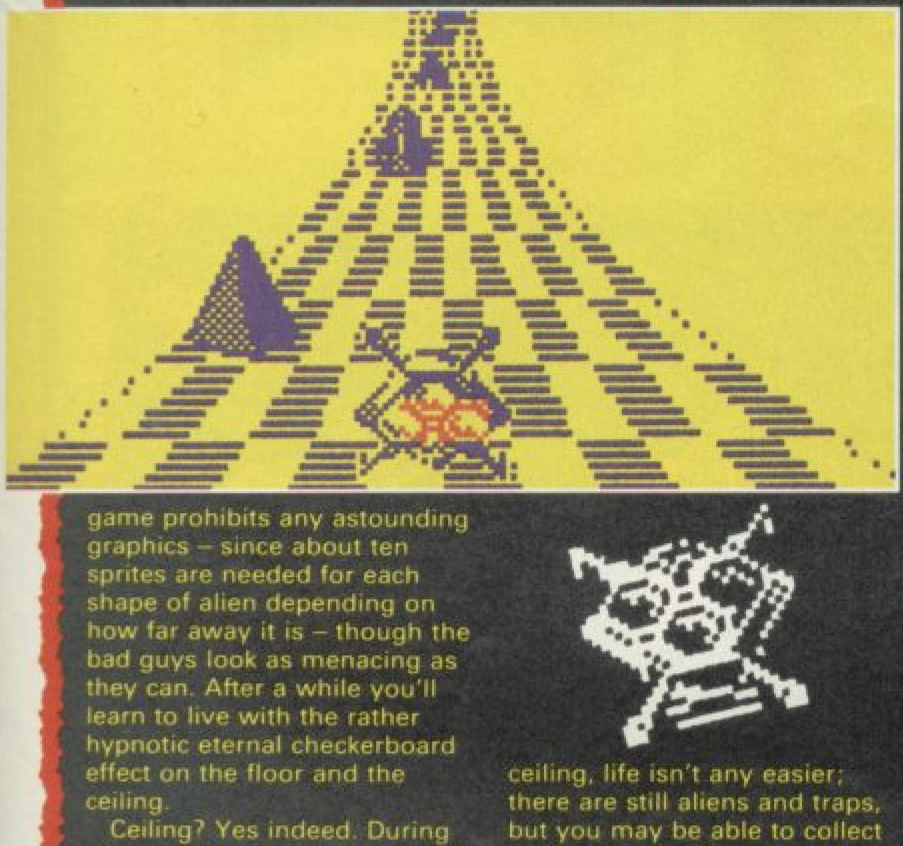




You are the Eliminator, a compassionless monster out to destroy destroy destroy! You race along an apparently infinite 3D track, round bends and up hills, past barriers, killing everything that moves while continually collecting more and more advanced weapons systems. Fab.

The nature of this sort of

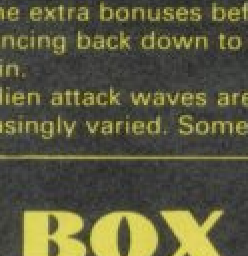
ELIMINATOR





game prohibits any astounding graphics – since about ten sprites are needed for each shape of alien depending on how far away it is – though the bad guys look as menacing as they can. After a while you'll learn to live with the rather hypnotic eternal checkerboard effect on the floor and the ceiling.

Ceiling? Yes indeed. During parts of the game you can jump off ramps in the road and cling to the ceiling. Since all the features of the ground-level game are included on the



ceiling, life isn't any easier; there are still aliens and traps, but you may be able to collect some extra bonuses before bouncing back down to earth again.

Alien attack waves are pleasingly varied. Some swoop in quickly while others circle in the distance in front of horrid spiky traps, concealing them from view. Depending on which weapon you've got at which stage, you'll either be completely invincible or dead within seconds. A weapon that fires at 45° tangents to your ship isn't much use when the bad guys stream down the centre of the screen in single file.

The fact that every time you lose a life you go back to a specific market point is good. Obviously it's better than going all the way back to the start. **Eliminator,** though, seems to have the most madly selected set of start points ever. You always go back to the **start** of the most difficult bit you've passed. Once you've fought for hours to get past a tricky bit, it's unfair to be forced to go through it again. Not fair. Lucky owners of other machines will have a password system enabling them to jump beyond levels they've already completed. Not so on the Spectrum version of **Eliminator**.

During your mission of death and destruction, you will find pyramid shaped objects which allow you to use different weapons and square boxes which will replenish your supplies of ammo. Depending on the state of your energy/guns/ammunition, you'll have to make effective choices because these bonuses are set in parallel style on the track, making it impossible to get both.

The track winds and dips happily and without a hint of flicker. The movement of the player and aliens is iffy by comparison. The amazing smoothness of the backdrop highlights their "small" failings.

There are lots of good things about **Eliminator**; scrolling, speed, simplicity. And there are a fair few niggling points too; lack of depth, silly "start" positions, etc. I'd check it out before you buy it■

ARCADE ★ REVIEW

FAX BOX

ELIMINATOR *Label:* ***Hewson*** *Author:* ***John Wildsmith*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

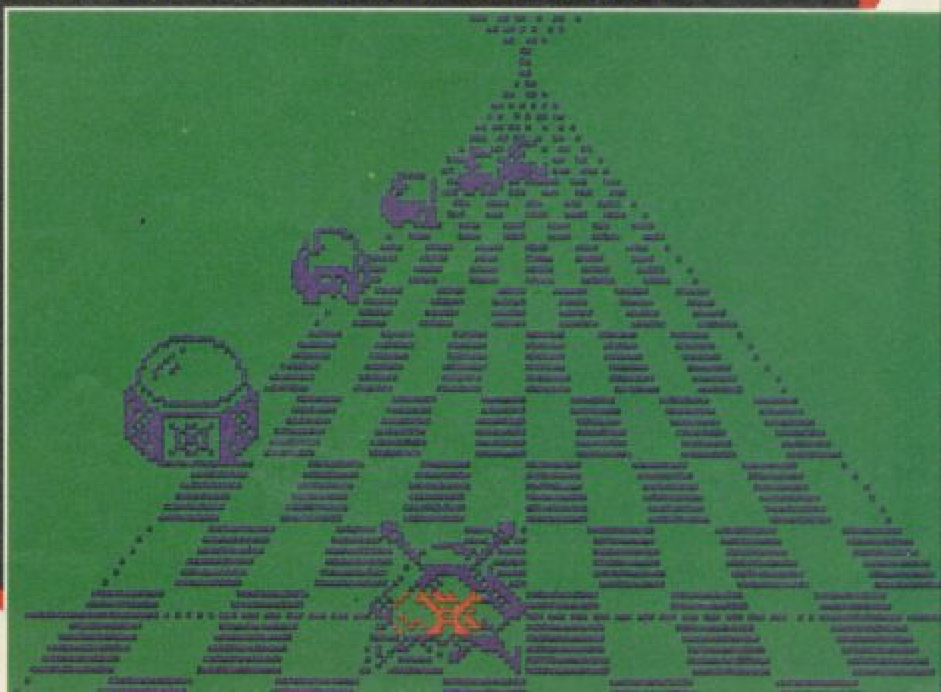
GRAPHICS	SOUND
65	50
68	60
PLAYABILITY	LAST ABILITY

Okay 3D game. Nice touches. Loads of shooting.

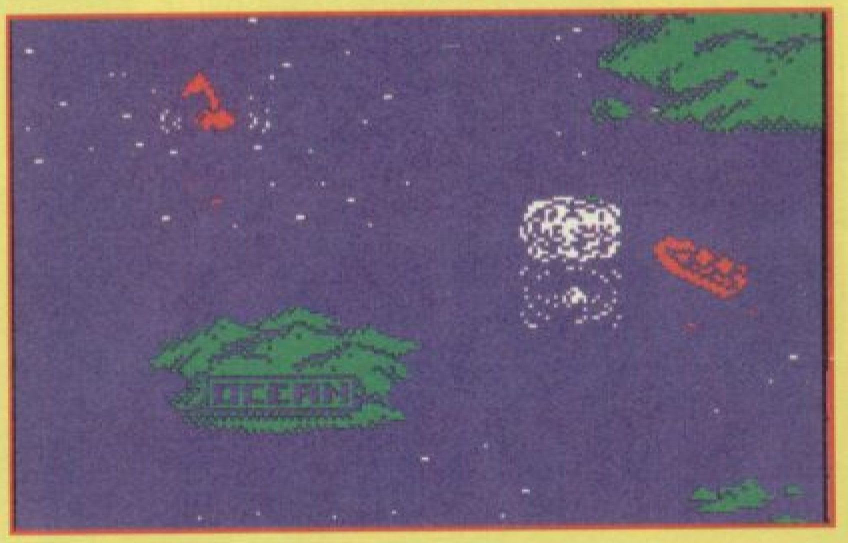
Reviewer: Jim Douglas

OVERALL **61**

10 20 30 40 50 60 70 80 90



RUN THE GAUNTLET



Now here's a turn up for the books. A conversion of an unconvertible idea and it's great! Not only is it great, Martin Shaw's in it and that makes it even better (or should that be worse?) Even though the picture of him is atrocious, you can still tell it's him. How? Because there's a speech bubble next to him saying 'Hello, I'm Martin Shaw'

Run the Gauntlet is a game for one to four players, each playing a different country in this multi-event international challenge. There are three heats to each game, each with three separate events. To qualify for the next heat, you mustn't come last. The loser has to drop out.

There are dozens of 'actual' events, but each can be put in one of three categories. The first is the waterbound events. These involve one player and two computer riders in a mad three lap rave, sorry, race around a duckpond in a variety of vehicles. These range from jetbikes to hovercraft. The aim is to get the fastest possible time, even if you don't win. If you're too slow you won't get onto the next heat.

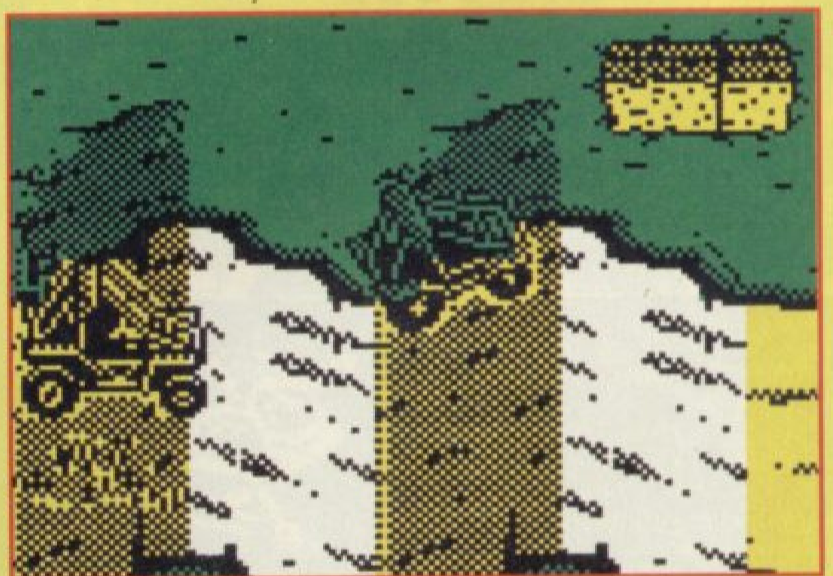
The waterbound section is arranged as a vertically scrolling top view rotate-and-thrust game. The scrolling is silky smooth and the animation is fab, right down to the flotsam left in the wake of the craft. Craft are rotatable through 16 positions and are very responsive.

Next, you can try your hand on the dirt track, with things like buggies and jeeps. This plays in much the same way as level one, only it's a multi directional flip screener. Graphics are as good as level one, with great attention to detail. Little cameramen are dotted about the track, which twists, turns, rises and falls like a twisty, turny, risey, falley thing. Unfortunately, this level doesn't play as well as level one.

The third and final section, appropriately named, The Hill, has you as a contestant racing for all you're worth across the long and tortuous assault course. The graphics are fab, and the vertical scrolling is just as good as level one. It's a lot harder to play though. Left and right make the man walk left and right (thanks Tone – AS). Hold down fire and waggle the joystick left and right to build up power (to do strenuous things, like walk). Fire and up makes him jump, useful for getting over obstacles such as canyon walls and things (thanks again Tone (yawn) – AS).

RTG is a pretty fabbo game, but it does fall down on one minor point. It's very hard to start with, which can be a little disheartening. Keep at it, and you learn where the best points to overtake a computer rider are, and where all the interesting little shortcuts are, as well as becoming a more proficient player. Ocean prove, yet again, they know their Spectrum inside out■





FAX BOX

ARCADE REVIEW

RUN THE GAUNTLET Label: *Ocean* Author: *In-house* Price: *£9.95* Memory: *48K/128K* Joystick: *Various* Reviewer: *Tone*

(Said in best dimbo voice) It was good, I liked it because it was good.

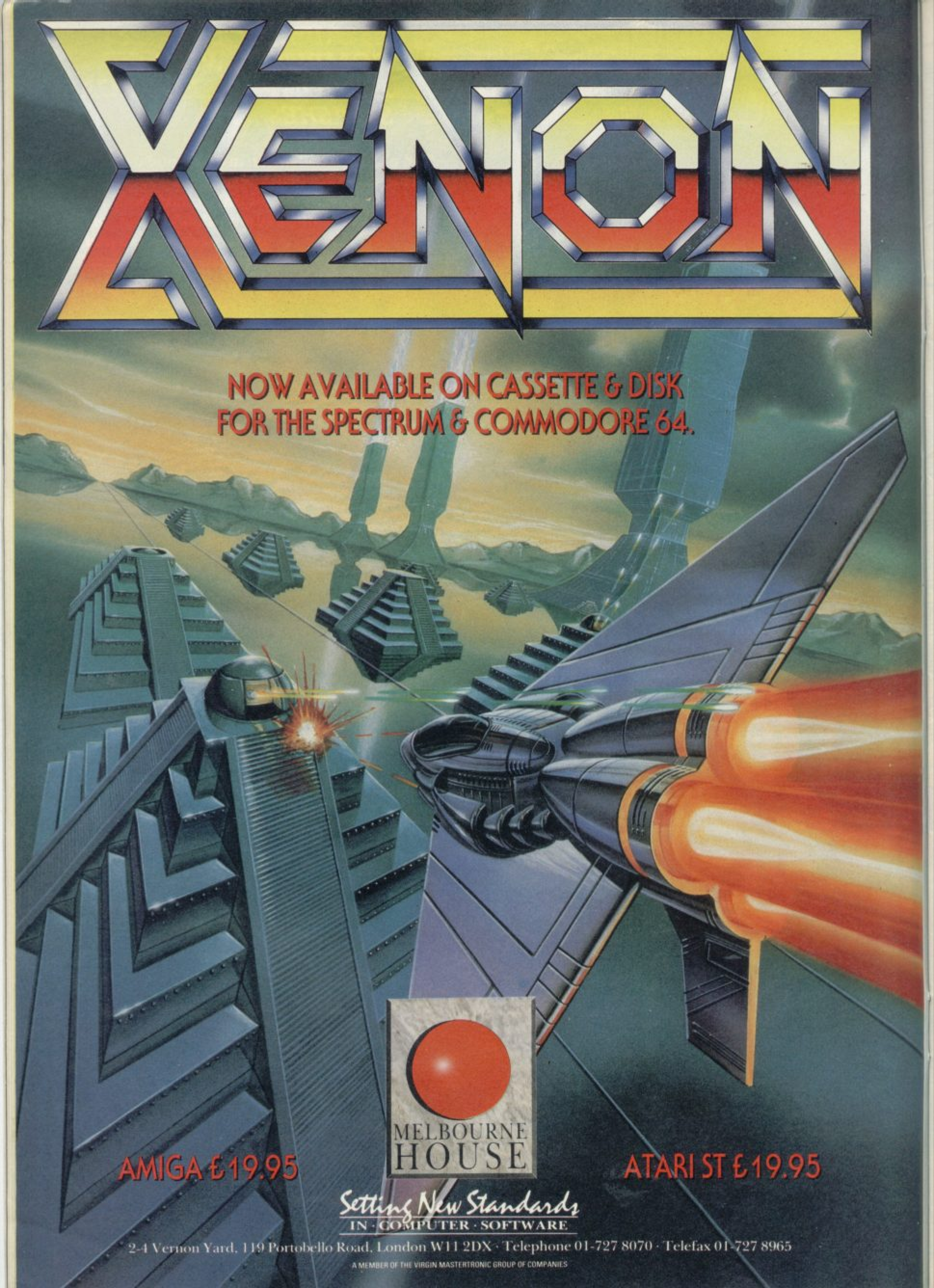
Reviewer: Tony Dillon

GRAPHICS	SOUND
82	62
81	76
PLAYABILITY	LAST ABILITY

OVERALL 80

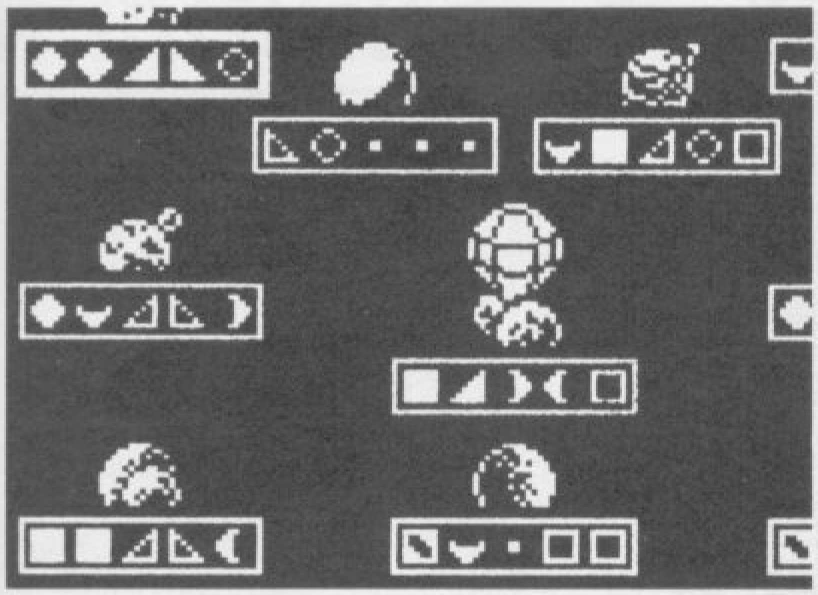


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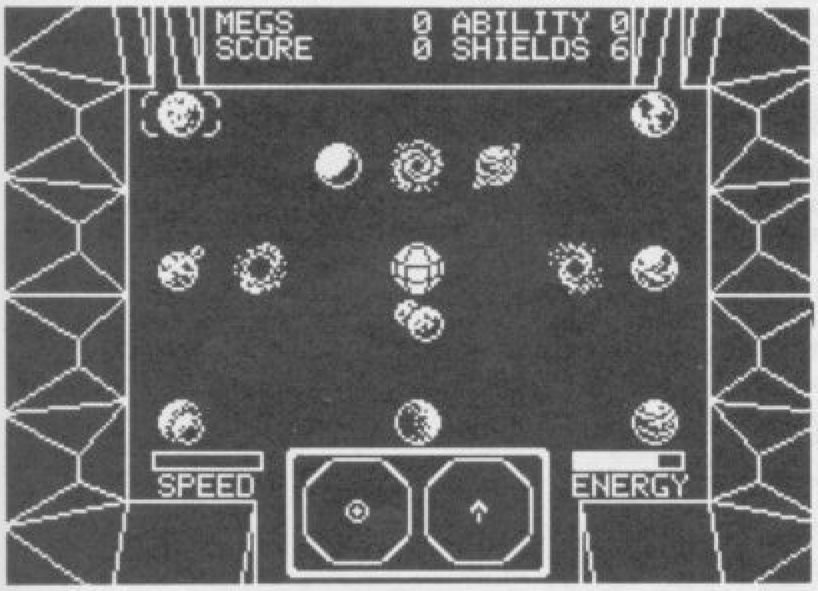
GAMES REVIEW

WANDERER



This has to be the most ridiculous combination of elements ever included in a computer game. It's the sort of thing people say on TV for a joke. There's this space hero called the Wanderer, y'see and he goes around the galaxy defeating alien bad guys by playing cards with other planets. Oh, I forgot to mention that it's in 3D too.

Let's get it straight – we're talking *real 3D*. You know, the sort that requires those stupid glasses which separate blue light from red. When ever I tried to use these for TV/movie/comic examination, I just saw two



images. Not so in **Wanderer**. I can see two images *and* I get a headache. No-one else in the office could achieve a satisfactory effect either. Super. Scratch up a few points on the Unoriginal Gimmicks chart.

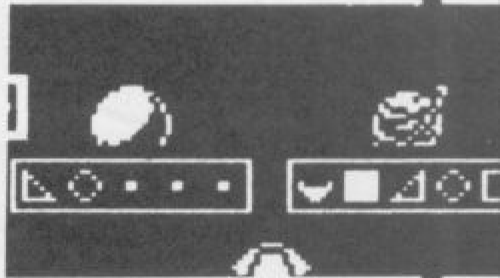
Thankfully, the 3D can be turned off.

So, foolhardy promotional gadgets aside, what of the game? Well, it's two games in one, really. There are bits that take place in space and there are bits that take place on planets. It's all frightfully exciting. The bits in space involve a little shooting. You fire at wire-frame objects that always come from the same direction. Depending how long it takes you to blow away the aliens, for that's what they are, you'll get an Ability score. The higher your score, the more exciting black holes you can explore. More of them later.

Once you've made it to a planet the cards section begins. The idea is to exchange the cards which you are dealt at the beginning of the game for those which the planet has. Things get even more mad. You have to play in order to give the *planet* the best hand possible. Mad? Well, in return for giving it some good cards, the planet will give you some cash with which you can buy shields and energy. I couldn't make this work. While on the Buy Shields/ Energy stage the computer would beep in a "yes, alright then" sort of way, yet neither indicator bar would move. Mad.

Just to make life more complicated, the "cards" are represented by alien symbols, so you continually have to refer to the instructions. Mad.

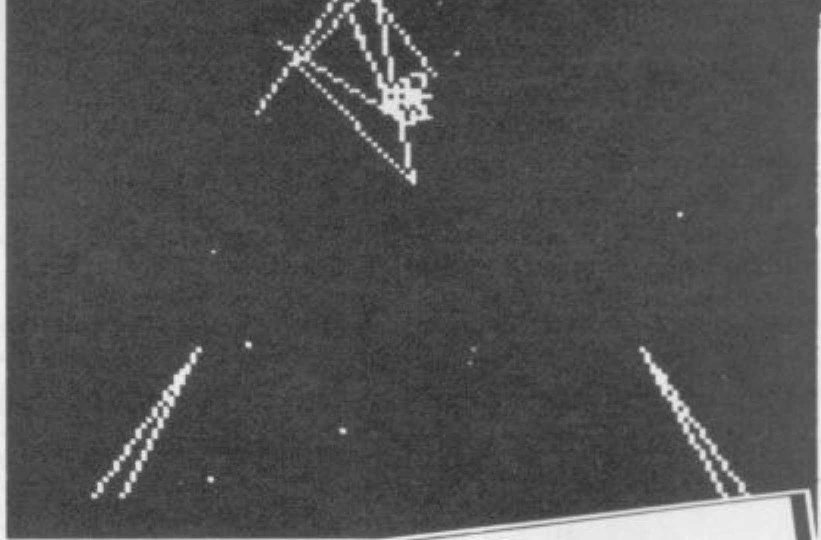
So far as I can work out, the overall strategy you should employ (if you can be bothered) is to go from planet to planet, exchanging your *very good cards* for *slightly less good cards,* though *not very good cards* until you end up having shuffled the cards throughout the galaxy, collecting points and collecting Disrupter Units. A-ha! This is where the black holes come in. In the black hole; a ghastly inverse-colour scheme with squares coming



towards you out of the blackness (cyan actually), which you must fly through. This is where you can collect the Disrupters.

These can be exchanged for cash while on the planets. Once you've got lots of cash, you can go into the Vadd sector and confront the bad guy. I didn't get this far. I found the whole thing exceedingly mad. If you want a space game, buy **Elite**. If you want some sort of trading game, buy, erm, **Elite**.

Wanderer is a decidedly unsuccessful mish mash of games. None of which work at all. Tsk■



ARCADE REVIEW

FAX BOX

WANDERER *Label:* **Elite** *Author:* **In-house** *Price:* **£8.95** *Memory:* **48K/128K** *Joystick:* **Various**

Poor 3D gimmick space card game affair. Not worth the cash

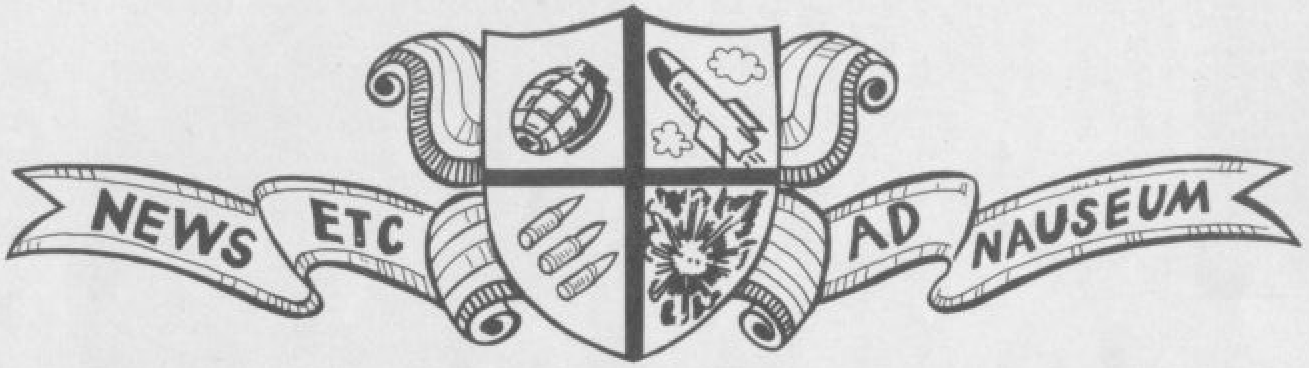
GRAPHICS	SOUND
50	40
40	50
PLAYABILITY	LAST ABILITY

Reviewer: Jim Douglas

OVERALL 40

10 20 30 40 50 60 70 80 90







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CODEMASTERS IN POUTING POPSY SHOCK!

By our 'not even with yours' Correspondent

Up until now, we've been quite kind to Codemasters, considering the cringemaking quality of their press releases. But this one takes the proverbial Hobnob. Two new programmers, Peter Williamson and Gavin Raeburn, have joined Codemasters, and their first game, probably called Amazing Playability Simulator, **is in the works. Meanwhile we're being treated to this cheesecake shot, with the dubious caption "Spot the talent . . ."**

Presumably the lesson to be learned is that if you work for Codemasters you get attacked by fat middle-aged women with baggy stockings.

Good news is that Codemasters' publicity supremo, Bruce Everiss, is leaving for pastures new. Perhaps this means that the Codies will be coming up with some less stomach-churning press releases in the future.



SIR CLIVE GOES INTO SPACE

By our outer space Correspondent

Move over Alan Sugar! Sir Clive Sinclair's company Cambridge Computer is going to launch a satellite to rival Amstrad's own. The Cambridge Computer satellites are designed, like the Amstrad ones, specifically to pick up Astra – a sixteen channel satellite orbiting this very planet and beaming down films, sport and Frank Bough.

There are three Cambridge satellites, an entry level model which features satellite and manual receivers for £169.95 (£30 cheaper than the Amstrad equivalent but without stereo sound). Next model up is a remote control model for £199.95 and the top of the range a £259.95 model with both remote control and stereo.

Sir Clive first announced his intention to launch a cheap satellite more than five years ago when his claim that it could be done for less than £200 sounded like a joke . . .

UNCLE BOB IN "RETRACTION" SHOCK!

The Kamikaze Bear Headlines

Dr Stockhausen speaking. I expect you're all wondering how the Bear is getting along under my expert therapy. Could be better, I must say. After last month's appeal for letters of support, I expected a flood of mail designed to boost the Bear's shattered ego. Letters so far? One. Just one. And it was from Wayne Smedley.

Wayne's letter was very nice. Wayne himself is a nice boy. But to a shattered Bear it was not much consolation. It was about

much consolation. It was about as reassuring as finding you are on Codemasters' Christmas card list.

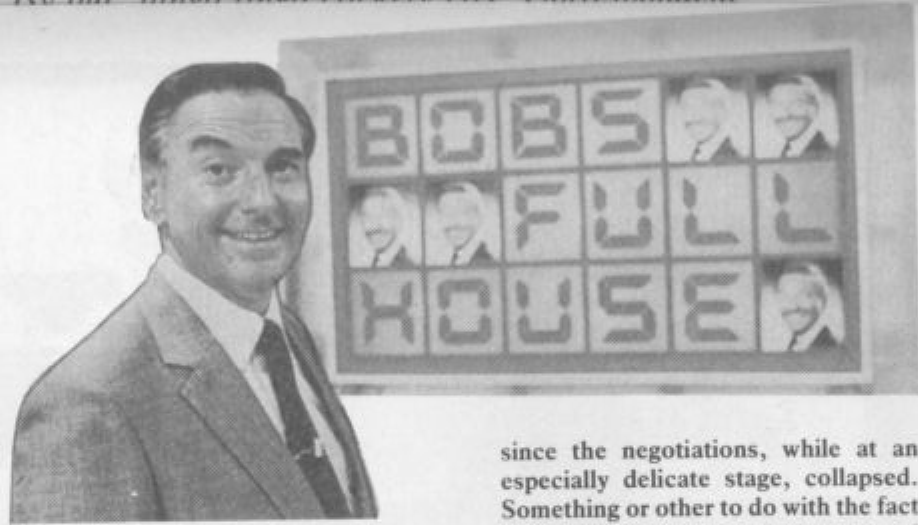
So I thought we might try a little occupational therapy. I've asked the Bear to have a go at writing his usual column from his hospital bed.

"Ah . . . erm . . . yoh. It's th' Bear speakin'. You remember me. Ah'm th' ruffest, tuffest, fluffiest . . . no, not fluffiest . . . meanest flower arranger . . . no, not flower arranger, demolition expert . . . it's no good! I can't keep it up! It's all too much for me! The endless violence, the explosions, the screams of the injured . . . and that's just in the therapy sessions! I've got to get out of here! I'm just a peace-loving, artistic, sensitive bear, and they want to turn me back into the deadly drongo I used to be in the bad old days! And only Wayne Smedley cares about me . . . boo-hoo!"

So you see. Things are not progressing very well. We've tried showing him endless re-runs of his favourite program, The A-Team, but he just hides behind the sofa. We've tried letting him machine gun dummies of Jimmy Tarbuck, but he just bursts into tears and climbs into the laundry basket. We've laid on endless supplies of hand-grenades for him to play with, but he just arranges them into artistic piles and gives them names like "Alienation" and "Childhood Trauma". We are having to consider the alternatives. Kamikaze Fish is straining at the leash. Pluto the Man-Eating Rabbit is firing up his word-processor. Kelvin, the Wondrous Sloth from Hell is sharpening his big stick. Next month, you can expect some changes in SU.



By our 'bingo lingo clickety clix' Correspondent



Disaster! Everyone's favourite mobile smile, Lord Robert Monkhouse is not shortly to appear in a Domark licensed version of his smash TV show, Bob's Full House. Just while the industry was gearing itself for an explosion of covers, posters and freebie promotions, a rather sombre press release appears informing us that the game has had to be halted since the negotiations, while at an especially delicate stage, collapsed. Something or other to do with the fact that "Mr Monkhouse's name and image" couldn't be used, which – so far as we can judge – would make the whole advertising "concept" a mite tricky.

This is obviously a huge disappointment for both the gamesplaying community and the press alike. Perhaps Bob should just keep to his old addage: If opportunity comes your way – don't knock it.

BLACK DAY AT AMSTRAD

By our 'it couldn't last forever' Correspondent

Amstrad shareholders were teetering on window-ledges following the announcement of the company's disappointing 1988 financial results. For the first time ever, profits went down, from £90 million in 1987 to £75 million in 1988.

As the owner of 43% of Amstrad's shares, Alan Sugar saw £64m wiped off his paper fortune. This leaves him worth around £126m.

Amstrad's money troubles are said to be due to shortages of DRAM chips, audio components for hi-fi products and labour in Taiwan. The good news is that Alan Sugar has promised that there are no plans to raise computer prices – for the moment.

DOMARK'S COIN-OP EXPLOSION

By our 'just another gallon of Babycham' Correspondent

Merry quips and flowing libations at the high-tech Domark offices as the yuppie gamesters celebrate the launch of the Tengen label.

Tengen will consist of conversions of Atari coin-op titles, and the Dom-Doms are understandably chuffed to have tied up prestigious titles like **Vindicators, Toobin', APB** and **Dragon Spirit.**

First up for the Spectrum is **Vindicators,** an eight-way scrolling futuristic tank battle. It looks promising from the demo, and should be out in a couple of months. Cue for more popping of champagne corks.



COMPETITION



H.A.T.E.

There's nothing we like more than a good no-holds-barred shoot-'em-up, even when it's got a nasty name like **H.A.T.E.** No, in fact we like it even more when they have nasty names like **H.A.T.E.**, which is why we've twisted the collective arms of Gremlin Graphics (tricky task that, getting everyone's arms behind their backs at the same time) until they agreed to fix up this spiffy **H.A.T.E.** competition.

H.A.T.E. is programmed by Vortex, of **Highway Encounter** and **Alien Highway** fame, and features the same zippy graphics and high destruction quotient. Since the aim of **H.A.T.E.** is to blow up loads of futuristic buildings, we're offering you the chance to win a pretty futuristic bit of kit – the Tyco Turbo Train. Not that we want you to throw missiles at it or anything.

The Tyco Turbo Train is a working model which comes complete with 23 feet of track, mains transformer, hand controller, self-assembly buildings, and luminous stickers. The track (which is standard 00 scale) can be laid UP THE WALL so the three-carriage Turbo Train will climb the walls (and back down again we hope).

The winner get the Turbo Train (worth millions) and a copy of **H.A.T.E.** (priceless). Fifty runners-up get a copy of the game, and there are fifty consolation prizes of Gremlin posters.

Just answer the stupid questions, splosh the form in an envelope and squidge it off to "CHUFF CHUFF! WHEEE . . . KERBOOM! Competition", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is 30th April. No employees of EMAP, Gremlin Graphics or British Rail Curled-Up Sandwiches PLC may enter.

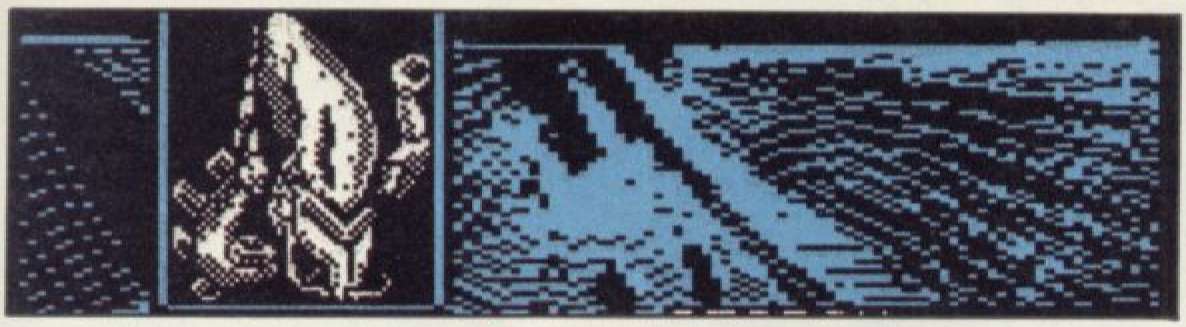
1) What does **H.A.T.E.** stand for?
   A) Hostile All-Terrain Encounter B) Help Albert To Escape C) Harry and Toby Explore
2) Which of these was a locomotive pioneer?
   A) Hermann Goering B) George Stephenson C) Sylvester McCoy
3) What is a vertically-inclined railway called?
   A) Fractional B) Funicular C) Freudian

Name ....

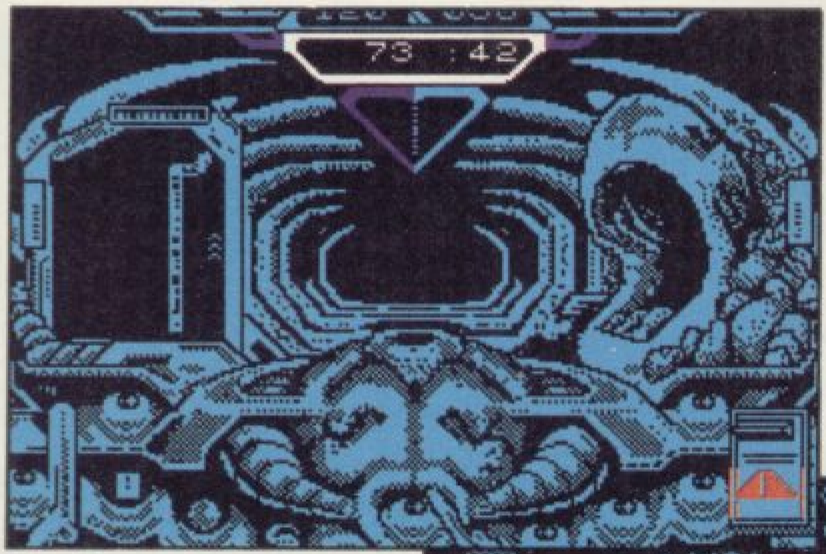
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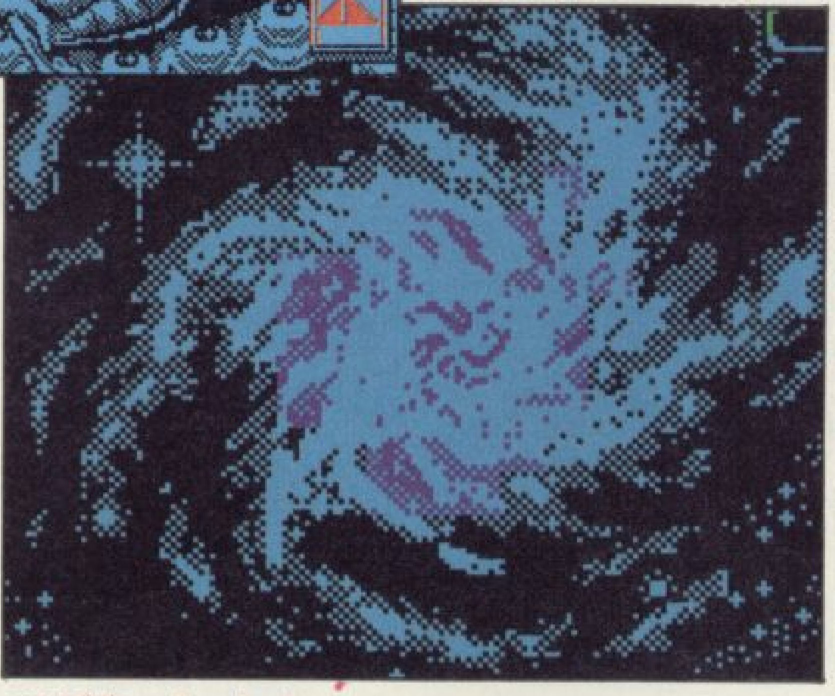
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ANSWERS: A) B) C)



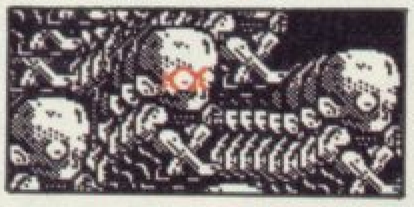
CAPTAIN BLOOD

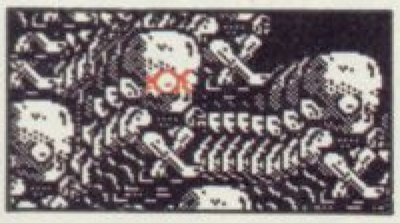




Maybe it's too much garlic. Maybe it's that awful wine they drink (by the way, I have it on good authority that the French DETEST Piat d'Or). But whatever the explanation, the French write really strange games. **Captain Blood** should win the Prix Internationale de Strangeness, it's so strange.

Let's look at the plot. The game appears to take place in the imagination of Bob Morlok, a junk sci-fi author whose alter ego, Captain Blood, is the greatest coin-op player in the world. Morlok himself taking part in a computer game where Blood is split into umpteen clone copies. As a result, his original body is disintegrating fast; to restore it, he has to search out his clones and steal their vital fluids. Blood's spaceship is a biomechanical organism complete with a machine intelligence and a number of Oorxx space fish. These Oorxx can be used as scout ships, missiles and probably dishwashers. The mechanism of the game is a bit like those ancient Star Trek strategy games; you navigate around the galaxy landing on different planets searching for clues to the whereabouts of your clones. The main screen display shows Blood's claw-like hand, which you move around the screen stabbing at the





appropriate control buttons. To start off you select the planet view screen and go for a landing. This sequence involves you navigating through a cleverly-depicted vector graphic mountain scene until you reach the end. It's not very challenging though, especially if you choose not to fly at full speed, so after several landings the whole thing gets a bit dull. Having landed, you should be presented with a graphic of a grotesque alien. Your job is to communicate with him in order to obtain clues. The communication system is ingenious but long-winded. A menu of icons appears at the bottom of your control panel. Each represents a single word, and is translated at the side of



the screen. You must string symbols together, check them with the translator then transmit them to the alien in the hope that he'll come up with a useful clue, like SWEAR SWEAR TAKE ME TO PLANET ASCODA THEN I TELL NUMBERS SWEAR HUMAN.

If you try navigating around the galaxy without any clues, you'll ineveitably end up on uninhabited and useless planets. Your one consolation is that you can blow them to bits, though this doesn't add much to the game.

There are some brilliant ideas in **Captain Blood,** let down by a terrible novella-style manual which doesn't properly explain what on earth you're supposed to be doing, and a repetitive gameplay which obviously doesn't have all the graphic sophistication of the original Amiga and ST versions. Although the Jean-Michel Jarre music on the 128K version is suitably boppy, I don't think 48K players will get much out of the game, especially since it's been slightly cut down to fit in the machine■

ARCADE REVIEW

FAX BOX

CAPTAIN BLOOD** Label: **Infogrames** Author: **Ulrich & Bouchon** Price: **£9.99/£14.99** Memory: **48K/128K** Joystick: **Various

GRAPHICS	SOUND
78	62
65	64
PLAYABILITY	LAST ABILITY

Baffling, interesting, strange, confusing, French . . . er game

Reviewer:

OVERALL 69

10 20 30 40 50 60 70 80 90

FULL PRICE 20

COMPILED FOR SINCLAIR USER BY GALLUP

Pos	Last	Title	Comment	Publisher	Price	Rating
1	(1)	ROBOCOP	Up at the top for its second month	OCEAN	£8.95	94%
2	(3)	OPERATION WOLF (CLASSIC)	Addictive – one for everyone	OCEAN	£8.95	90%
3	(2)	AFTERBURNER	Top class conv unexpectedly dropping one place	ACTIVISION	£9.99	90%
4	(4)	DOUBLE DRAGON	Disappointing two player karate coin-op conv	MELBOURNE HOUSE	£9.99	51%
5	(5)	THUNDER BLADE	Fab conversion of a good coin-op	US GOLD	£8.99	87%
6	(13)	IN CROWD	Good value compilation from Ocean	OCEAN	£14.95	80%
7	(8)	BATMAN	First-class Batman romp scenario	OCEAN	£8.95	90%
8	(6)	GIANTS	US Gold's great value compilation	US GOLD	£12.99	78%
9	(9)	FOOTBALL MANAGER 2	An improvement on the legendary game, plays brilliantly	ADDICTIVE	£9.99	94%
10	(10)	LAST NINJA 2 (CLASSIC)	Wonderful, unmissable arts graphic adventure	SYSTEM 3	£12.99	92%
11	(7)	R-TYPE (CLASSIC)	Possibly the best shoot-'em-up	ELECTRIC DREAMS	£9.99	90%
12	NEW!	BARBARIAN 2	Enjoyable beat-'em-up – bit limited though	PALACE	£9.95	69%
13	(11)	GAME SET AND MATCH 2	Good collection of sporty games	OCEAN	£12.95	84%
14	(12)	RETURN OF THE JEDI	Fiathful but uninspiring coin-op con	DOMARK	£9.95	60%
15	(14)	FOUR SOCCER SIMS	Tedious collection of football games	CODEMASTERS	£8.99	42%
16	(16)	SUPREME CHALLENGE	Excellent compilation of excellent games	BEAU JOLLY	£12.95	84%
17	NEW!	HEROES OF THE LANCE	Unsuccessful cross between RPGs and arcade-adventure	US GOLD	£9.99	70%
18	(17)	PACMANIA	Technically excellent coin-op conv of 3D Pacman game	GRAND SLAM	£8.95	79%
19	NEW!	INTERNATIONAL RUGBY	Gosh, footy sims AND rugger sims – whatever next . . . lacross, croquet?	ARTIC	£7.95	67%
20	(15)	TAITO COIN-OPS	Good value package of good and bad convs	OCEAN	£12.95	73%



SIMULATION

1	ADVANCED PINBALL SIMULATOR	CODE MASTERS
2	LEADERBOARD	ALTERNATIVE
3	FRUIT MACHINE SIMULATOR	CODEMASTERS
4	EUROPEAN FIVE A SIDE	FIREBIRD
5	PRO SKATEBOARD SIMULATOR	CODEMASTERS

ARCADE

1	ROBOCOP	OCEAN
2	OPERATION WOLF	OCEAN
3	DOUBLE DRAGON	MELBOURNE HOUSE
4	THUNDERBLADE	US GOLD
5	SKOOL DAZE	ALTERNATIVE

CHARTS COMMENT – FULL PRICE

Robocop is still at number 1, surely outselling even Ocean's most optimistic predicitons and rending off the Christmas megatitles Operation Wolf and



SU CHARTS



CHARTS COMMENT + BUDGET

Nice to see the much underated Knightmare at the top, didn't do much at full price, now it's showing its true merit. We're glad Ghostbuters is sinking fast – we never did like it and who would have imagined a Fruit Machine game would be in the charts? Lurking just outside these charts are such wonders as Turbo Boat simulator, Tom Cat and last but not least Treasure Island Dizzy which has leapt in at 29 about two seconds after it was released. Expect all of these to be in the top twenty next month.



Afterburner. Good to see innovative product like Batman doing well but just look, you have to get to number 9 before you reach a title that isn't either a licence of a coin-op or a film!

Lurking outside the full price chart is Airbourne Ranger which could well do better – it's a rather inventive Commandoesque game but looking at the overall chart (where budget and full price are combined) it seems to be difficult for full price titles to wade past a sea of budget stuff.



BUDGET 10

1	*NEW!*	**KNIGHTMARE** Enjoyable graphical adventure based on SFX TV SERIES	MASTERTRONIC	£1.99	89%
2	(3)	**SKOOLDAZE** Original, inventive and funny. Not for swots!	ALTERNATIVE	£1.99	85%
3	(5)	**ADVANCED PINBALL SIMULATOR** Below average pinball game	CODEMASTERS	£2.99	42%
4	(6)	**BOMB JACK** Action packed coin-op – good value	ENCORE	£1.99	70%
5	*NEW!*	**ACE 2** Worthy follow up to Ace	CASCADE	£2.99	76%
6	(1)	**GHOSTBUSTERS** Re-release of poor, though popular movie tie-in	MASTERTRONIC	£1.99	42%
7	(4)	**JOE BLADE 2** Falling even further – no longer a fave rave	PLAYERS	£2.99	55%
8	(7)	**BACK TO SKOOL** Follow up to Skooldaze. Somehow less funny	ALTERNATIVE	£2.99	70%
9	*RE*	**LEADERBOARD** Best Gulf sim on the market	KIXX	£2.99	80%
10	*RE*	**FRUIT MACHINE SIMULATOR** Average fruit machine sim game	CODE MASTERS	£2.99	64%



Sort out the MEN from the BOYS!
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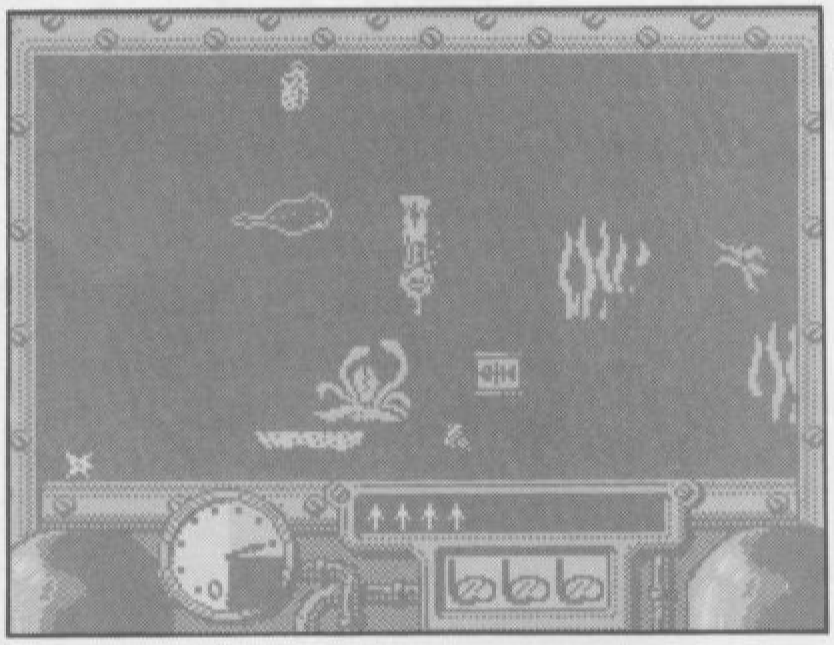
GAMES REVIEW!

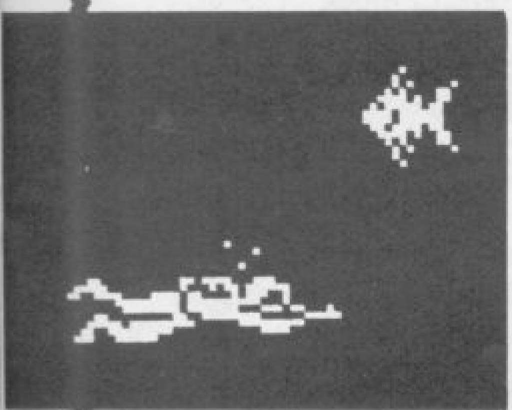
TITANIC

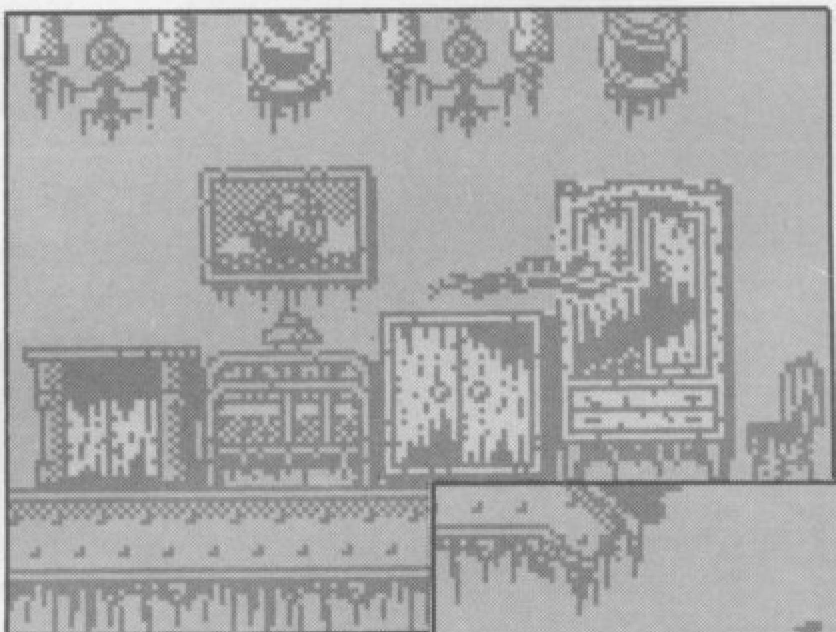
'Experience that sinking feeling' says the press release. Somehow I get the feeling that this simple message is a bit of a double entendre in so far as (a) that sinking feeling has something to do with you going to the bottom of the sea in search of the Titanic, or (b) me sinking back in my comfy reviewer's chair saying 'Oh no! Why me?' almost instantly after loading.

The Titanic, sank during its maiden voyage, has been discovered. That's old news. The wreckage can only be explored by remote control drone, slowing down exploration to a snail's pace. Tell me somthing new. There's a great secret down there waiting to be unlocked. Vaguely interesting. A one Professor R. M. Kendrick (a.k.a. Professor Urine (s'true)) has managed to design a diving suit that enables a single peron to survive the depths. Uh oh, I'm losing interest again. You have been chosen to go down and find out whatever is to be found out. (Sudden jolt of interest). What?

To unravel the secrets of the great grey metallic hulk that lies frozen some miles below the icy waters of the Northern Atlantic (is this interesting enough for you, Al?) you first have to get to it by finding your way through a long and tortuous maze of caverns and bits of coral, avoiding things like fish and vicious plants. Once you've reached your destination, you are given a five letter password for the next level. Cute, huh?





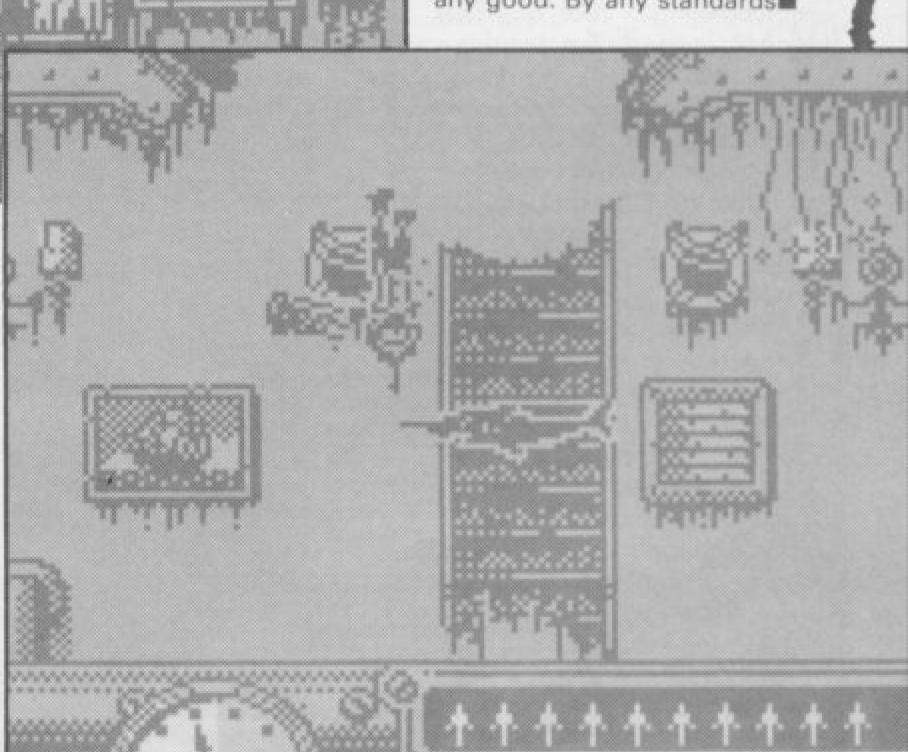


The next level has you inside the Titanic itself looking for the mystical safe, where 'The Secret' is kept. As a game, **Titanic** is a side on, eight way scrolling aquaphibic shoot-'em-up with a little bit of arcade adventure thrown in. The only real problem is that it isn't very good, for a couple of reasons.

The graphics are appalling. The sprites are small, poorly defined and badly animated. The backdrops on the second level are all right, but everything does look a bit samey. The real problem with level two is that the Titanic walls are quite detailed. These, coupled with the mega-jerky scrolling, makes certain items, like sharks a bit difficult to spot. This makes the game just a little on the unplayable side.

The controls are sluggish and unresponsive and the firing rate is incredibly slow. One more factor added to the unplayability level is the way the screen only scrolls when your on-screen character reaches the side of the playing area. Scratch another few points.

So, what are we left with? A nice idea, based on a fairly current theme. Plays badly, doesn't look too good either. The only real bonus is that it's budget. Even so, looking at a lot of budget stuff around at the moment, being budget isn't an acceptable excuse for being sub-standard. **Titanic** just isn't any good. By any standards■



ARCADE REVIEW

FAX BOX

TITANIC *Label:* ***KIXX*** *Author:* ***Toposoft*** *Price:* ***£2.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

Poor Scuba Dive rip-off. Looks bad, plays worse.

GRAPHICS	SOUND
45	61
40	55
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL 53

10 20 30 40 50 60 70 80 90

PINBALL





Surveying the scene at the New Horticultural Hall in deepest, darkest central London (where they hold Microfairs, if you remember) I am convinced that somewhere between Victoria station and my present destination I got run over by that bus my Mum had always warned me about and had gone straight to Heaven.

Out in front of me, over sixty pinball machines ranging from the ancient electro-mechanical monsters of the early sixties to the latest speaking microchip packed tables. All on free play. Hence the weekend of **Pinball '89** didn't consist so much of a visit to it, more a siege.

A good few thousand joined me – and a varied bunch they were too. Ages ranged from six to sixty and what's more, a fair number were, shock horror, female. Well, that's pinball for you – and it's always been a puzzle to me why the silver ball has such a wide and varied appeal compared to video games in general.

Maybe it's because pinball is more of a group game – up to four people can play at once. Or that as far as the technophobic are concerned – the ones that have trouble programming their video recorders – the fact you are manipulating a 'real' object in pinball, instead of a graphic sprite, makes them feel more comfortable. And then there's the fact that the skills you learn on any pinball table are so portable from machine to machine – whereas on most videos you start, to some extent, from scratch.

Who knows, but the thing is, everyone was having a good time, exploring favourites of the past or finding new ones.

It was fascinating to move from machine to machine discovering innovations that have developed through the history of pinball, that developed way back in the 1930's from Bagatelle.

Did you know the first pin table with flippers was developed in 1947, for instance? Then you could play the first multi-ball game – **Firepower** from Williams. Then you had **Black Knight** – the first multi-level game ... and the first ever with Magna-Save. This was a device that, if you had knocked the right targets down, would activate an electro-magnet under one of the out-lanes and save the ball from going out of play.



There were some great blasts from the past, particularly a good selection of Stern pin tables (a company that went out of business in the early 1980s) such as **Seawitch, Meteor** and **Flight 2000** – but all the big names were represented in one way or another: Bally, Williams, Gottlieb – the only exception being relative newcomers Data East.

For the ambitious, you could enter what was billed as the World Pinball Championship, played on a new table, **Jokerz.** With an entry fee of £1 per go (you could have up to five) and a three ball game – said he making excuses – it was a bit of a lottery. Suffice to say the author was unsuccessful in his attempt for glory and £250.

Alongside ran a Video Game competition (prize £200) using a **P.O.W.** machine ... if only it was **Thundercross** I might have stood a chance.

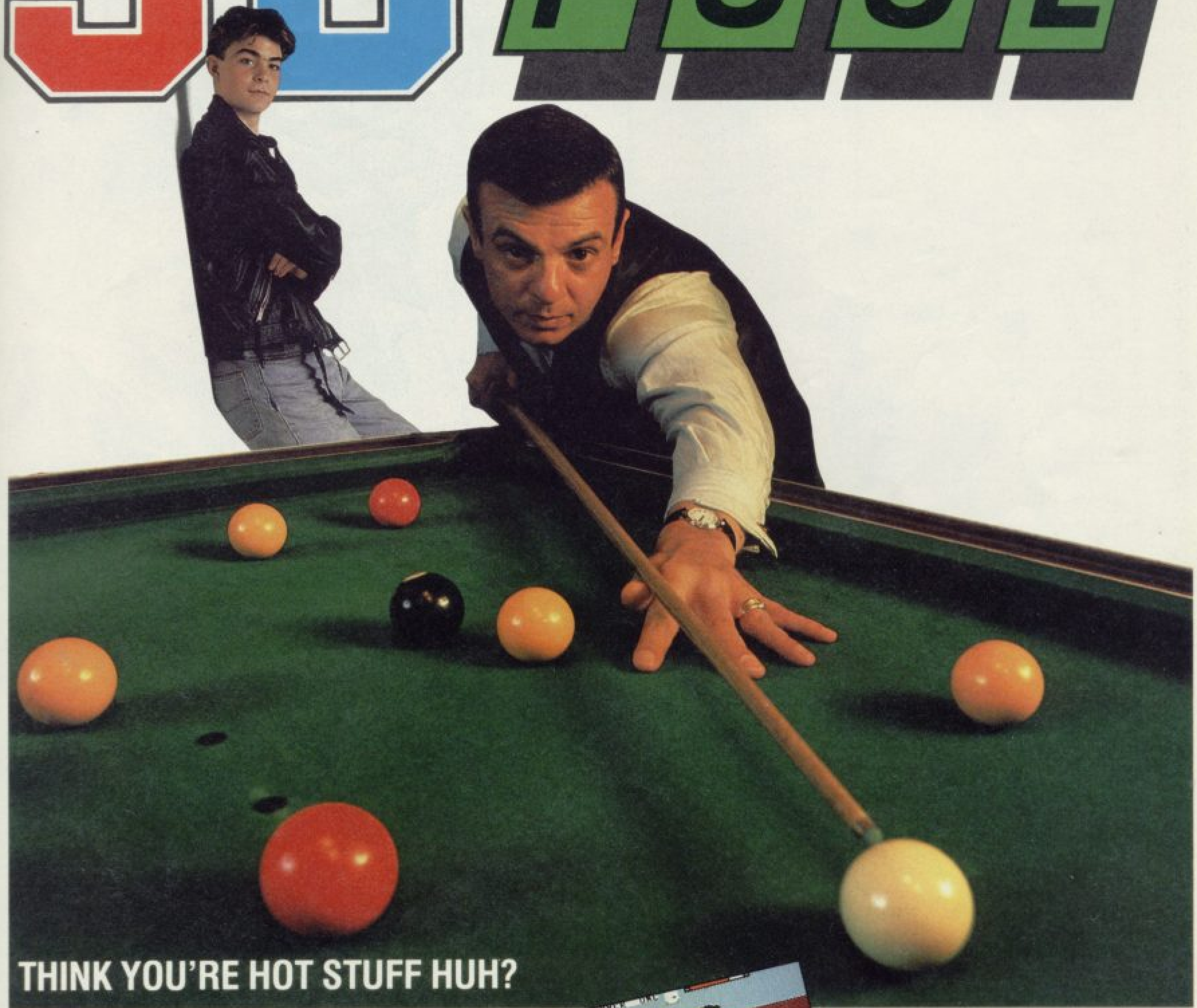
Visiting the Pinball Owners Association stand, I discovered it was a 400 strong group that catered for arcade machine owners, as well as pinball owners. And did you know that you can pick a table up for as cheap as £200? For details of this fine organisation write to Association HQ, PO Box 2, Haselmere, Surrey GU27 2EQ.

Pinball '89 turned out to be a must for the arcade addict – hope to see you at Pinball '90 next year.

THE DAY SU SAVED THE WORLD



3D POOL



Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

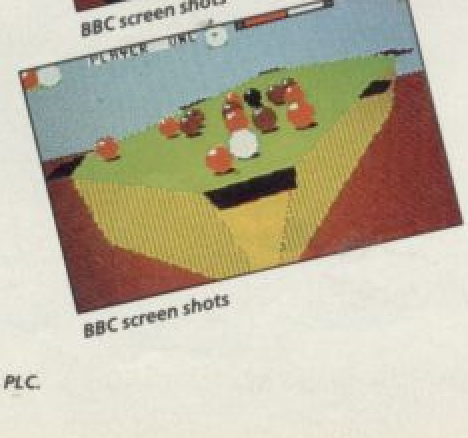
Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.



BBC screen shots



BBC screen shots

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FIREBIRD

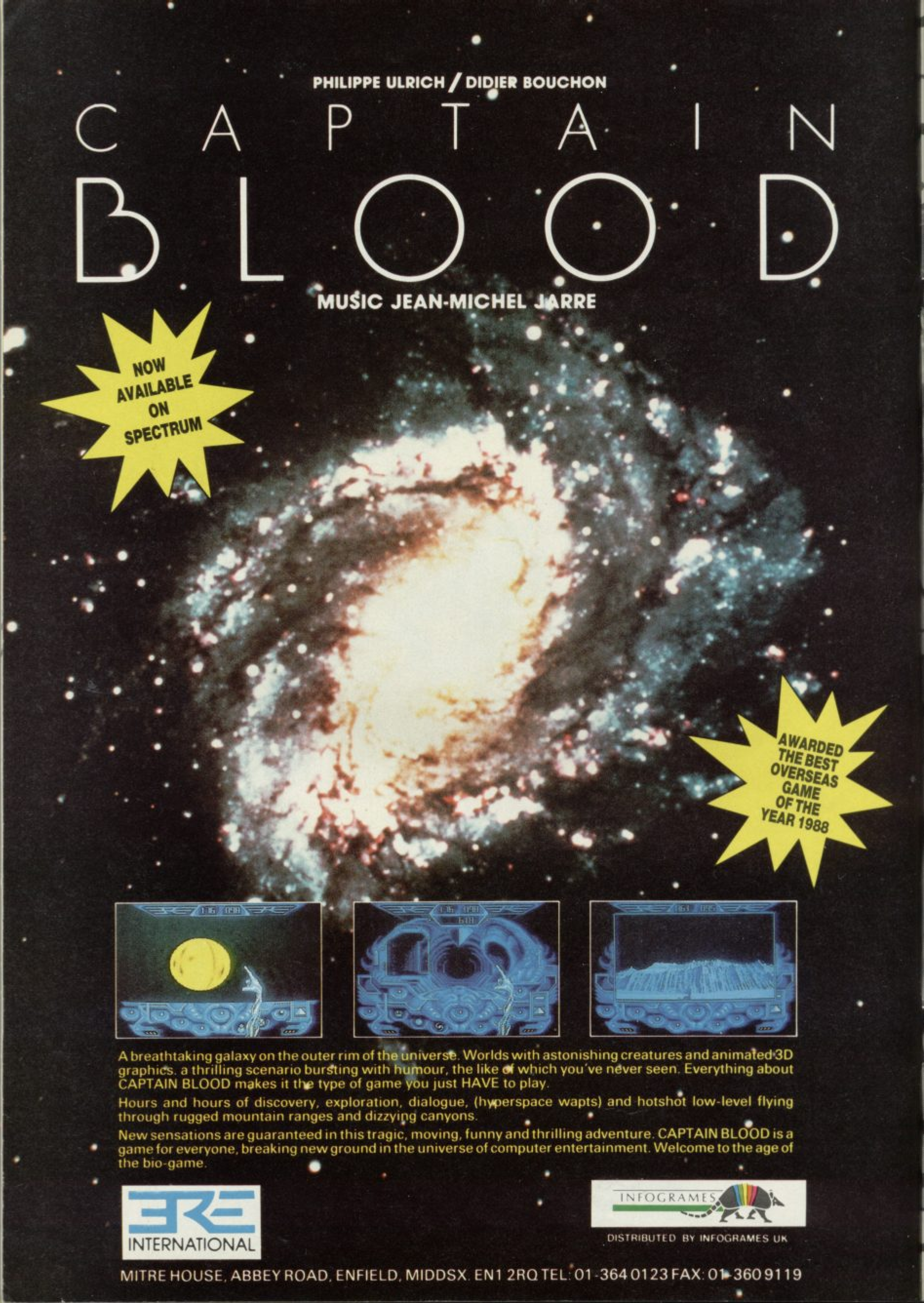
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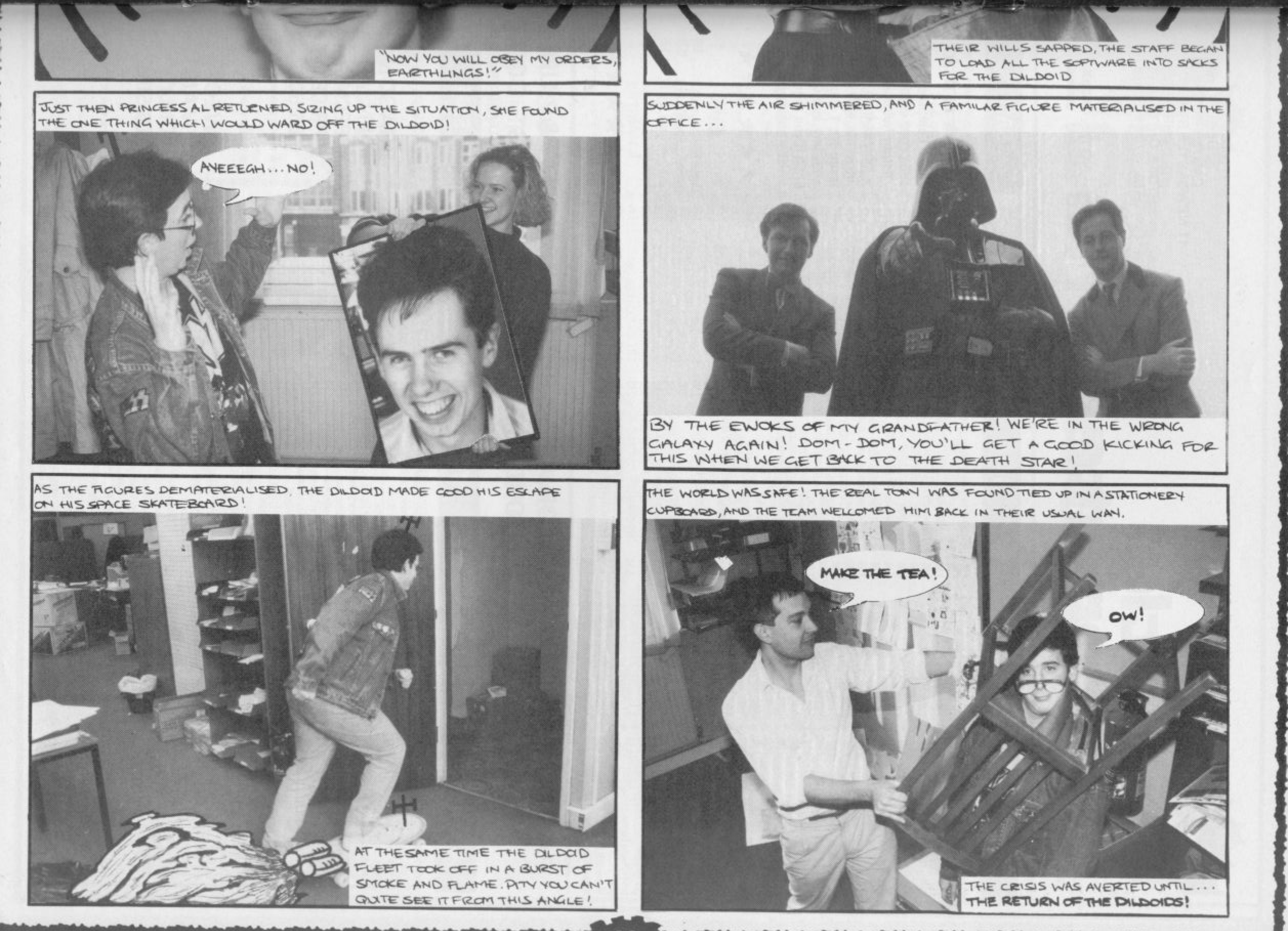


TIMESCANNER
POSTER No 24
April
SINCLAIR User





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AWARDED THE BEST OVERSEAS GAME OF THE YEAR 1988
A breathtaking galaxy on the outer rim of the universe. Worlds with astonishing creatures and animated 3D graphics. a thrilling scenario bursting with humour, the like of which you've never seen. Everything about CAPTAIN BLOOD makes it the type of game you just HAVE to play.
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JUST THEN PRINCESS AL RETURNED. SIZING UP THE SITUATION, SHE FOUND THE ONE THING WHICH WOULD WARD OFF THE DILDOID!
AYEEEGH... NO!
SUDDENLY THE AIR SHIMMERED, AND A FAMILAR FIGURE MATERIALISED IN THE OFFICE...
BY THE EWOKS OF MY GRANDFATHER! WE'RE IN THE WRONG GALAXY AGAIN! DOM-DOM, YOU'LL GET A GOOD KICKING FOR THIS WHEN WE GET BACK TO THE DEATH STAR!
AS THE FIGURES DEMATERIALISED, THE DILDOID MADE GOOD HIS ESCAPE ON HIS SPACE SKATEBOARD!
AT THE SAME TIME THE DILDOID FLEET TOOK OFF IN A BURST OF SMOKE AND FLAME. PITY YOU CAN'T QUITE SEE IT FROM THIS ANGLE!
THE WORLD WAS SAFE! THE REAL TONY WAS FOUND TIED UP IN A STATIONERY CUPBOARD, AND THE TEAM WELCOMED HIM BACK IN THEIR USUAL WAY.
MAKE THE TEA!
OW!
THE CRISIS WAS AVERTED UNTIL...
THE RETURN OF THE DILDOIDS!

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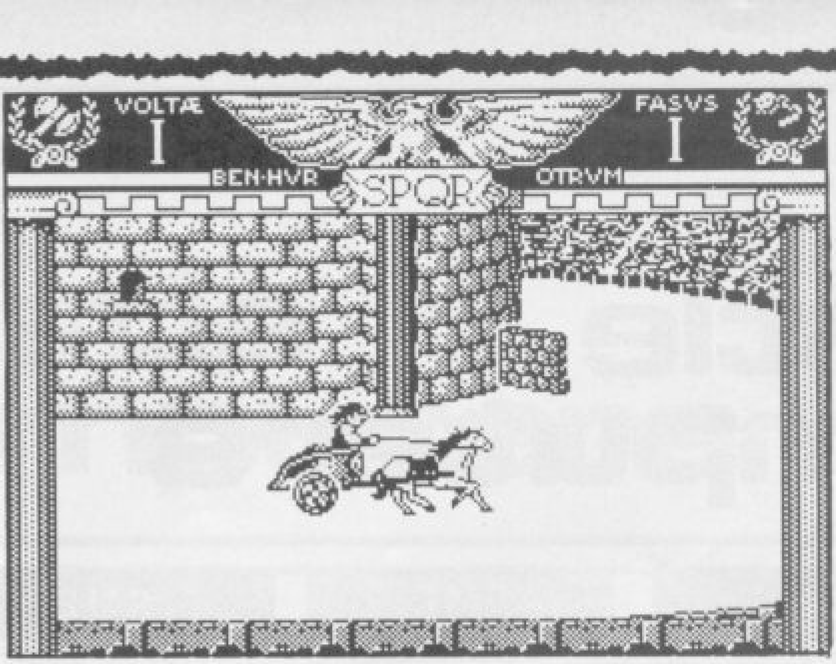
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GAMES REVIEW!





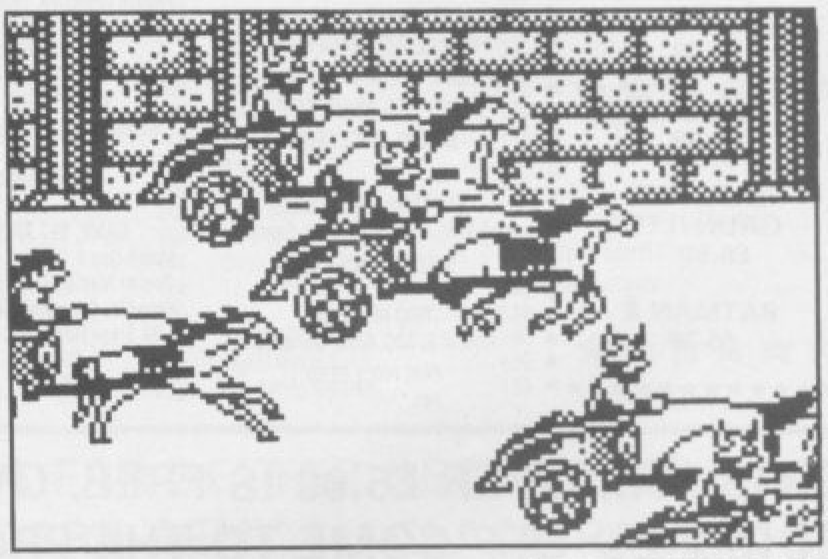


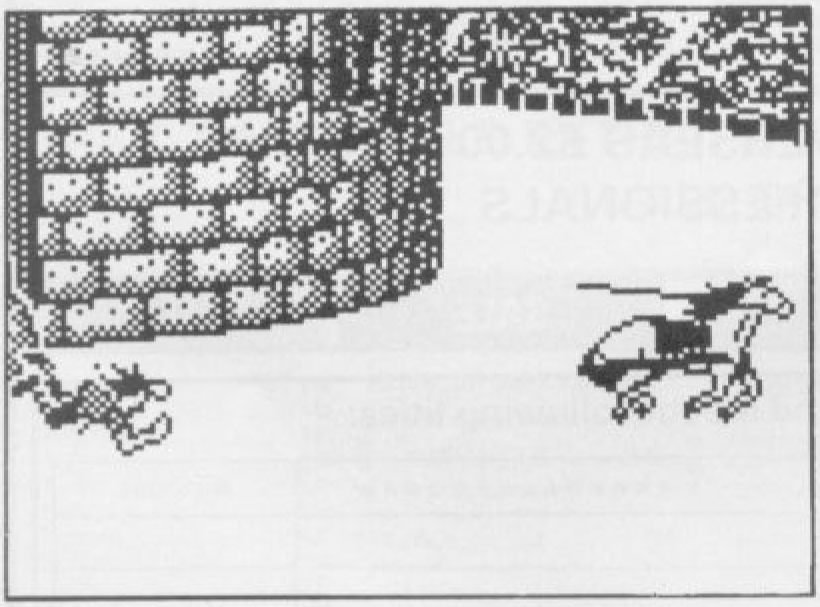
COLOSSEUM

Hasn't the world had enough Gladiator type games yet? Maybe I wouldn't cry so despairingly had any of them been any good, but the sad fact remains, they've all been more less crud. **Colosseum** is no exception to the rule.

Colosseum isn't very good. That said, it's fairly original, so a







pat on the back for KIXX.

You are a chariot driver, back in the good old days of the Romans, and along with four computer controlled riders have to try and win the race. To win you have to do two things. Firstly, stay alive. Secondly, make sure that no-one else does.

As you race around the long oval shaped track, you discover exactly what kind of things can kill you. Most important and the loveliest of the lot are the obstructions in the road which range from regular harmful bushes to bits of wall that someone has casually left lying around.

The other riders are armed, as you are, with axes and maces. What they have to do is deplete your energy by hitting you as many times as possible before you do the same to them. The loser is treated to a bit of a graphical thrill when their horses charge away from the chariot and the rider is left flying through the air before ploughing painfully and brain smashingly into the ground.

Controls are basic, usual, boring regular old controls. Up and down moves your chariot up and down in relation to the side view scrolling racetrack. Left and right brake and accellerate the chariot respectively. Fire activates weapon. Why doesn't somebody come up with a new and exciting control method. I'm bored with all these samey joystick controls. Come on BBC, buck your ideas up. (Terwonee, are you alright? – AS)

The graphics are alright. The scrolling works quite well, but there are a lot of items in the game that are just completely unrecognisable. As for when you get into a battle with an opposing chariot. Life suddenly becomes one huge mess of pixels.

It doesn't play very well. That's probably as honestly as I can put it without being offensive. The controls are fairly slow to respond, but that's no real problem. This is. At a guess, the racetrack has got five lanes. The obstructions appear in one of the five lanes with no overlaps. Steering around objects is difficult because there are no lane markers and it's a bit of a job to tell manually exactly where you are in relation to the rest of the universe.



It's just not very good. **Colosseum** is a brilliant idea. It's original, and were it carried through properly, it could be an excellent game. As it is in it's present form, it's not. At least it's budget■

ARCADE REVIEW

FAX BOX

COLOSSEUM *Label:* **KIXX** *Author:* **Topo-soft** *Price:* **£1.99** *Memory:* **48K/128K** *Joystick:* **Various**

Nice idea but badly executed.

Reviewer: Tony Dillon

GRAPHICS	SOUND
61	60
54	44
PLAYABILITY	LAST ABILITY

OVERALL **52**

10 20 30 40 50 60 70 80 90

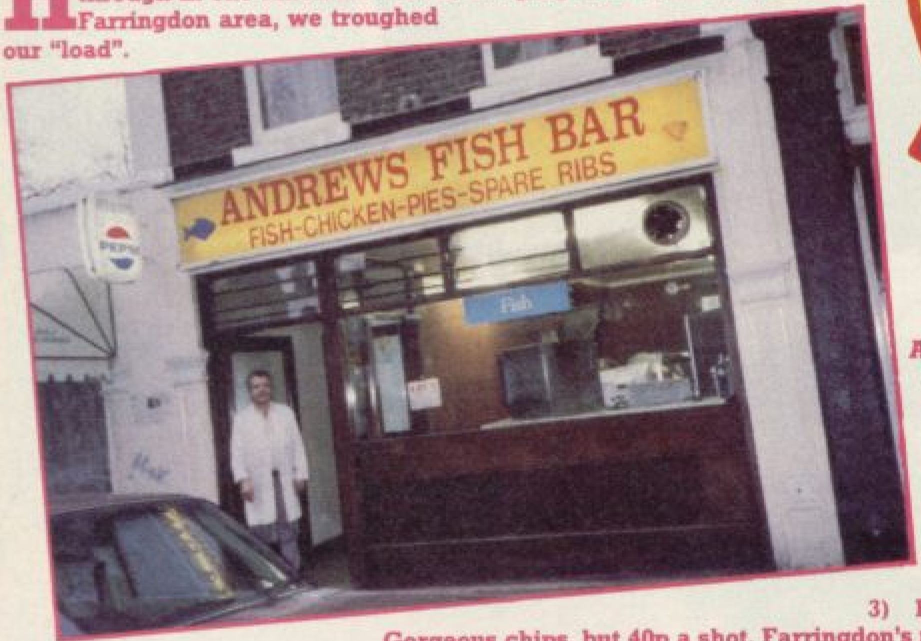


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OUT!

THE GREATEST CHIPPY IN THE WEST (WELL, WEST ONE)

How many bags of chips can a slim, muscular fellow like me get through in one lunchtime? Lots. Keeping to a tight "footprint" of the Farringdon area, we troughed our "load".



1) **ANDREW'S FISH BAR**
A treat amongst treats. Andrew's has the friendliest service around, along with some very reasonable prices. 80p gets you the nicest sausage-in-batter ever devised, and a huge bag of great tasting chips. An easy winner.

2) **GOLDEN FISH**
A bit cheaper than Andrew's, as well as being 45 seconds closer to the office. Golden Fish give you a saveloy and chips for 68p. They have the problem of a limited range of drinks and some very dry fish at times. Still, not bad.

3) **FARRINGDON KEBAB HOUSE**
Gorgeous chips, but 40p a shot. Farringdon's motto seems to be, let's make it small. All protions are titchy and you finish them before you really start to enjoy them. Nice taste, shame about the size. (Fnar – JD)

4) **GRUBSTOP**
"Grub" indeed. A little out of the way, this one, and not really worth travelling to. The chips are nasty, and more often than not, cold. The sausages are rubbery and I don't trust the chicken. Or fish. Avoid like the plague.

COMMUTER HADES

Planes Trains and Automobiles makes uncomfortably familiar viewing for we unfortunate sheep who endure the joys of regular commuter travel. For Steve Martin, however, our worst nightmares about all modes of transport become horrifically magnified as he has to suffer limitless indignities at the hands of fate and John Candy on a madcap trip across the States. Fun and frolics of a high quality. Not as funny as cat juggling, though.



Planes Trains and Automobiles – side splitting yuk-yuks all the way.

GRAVESPINNERS #1

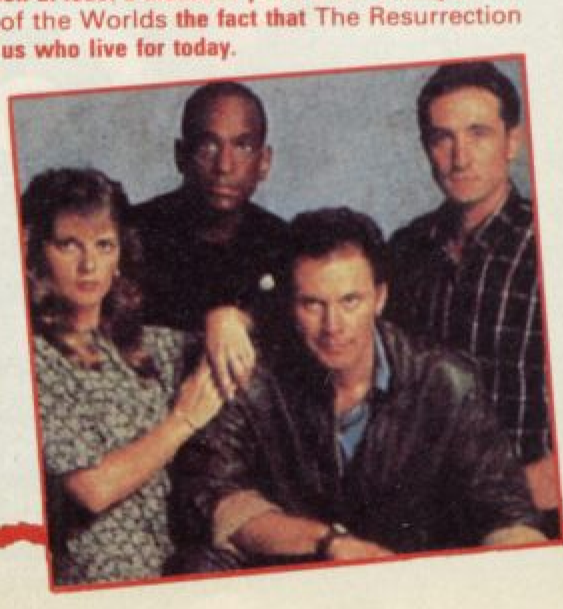
Since it's been at least a thousand years since Jeffrey Archer wrote War of the Worlds the fact that The Resurrection is a sequel if barely relevant to the likes of us who live for today.

The drums containing the aliens who, last time were about to take over the world, have popped open and unless a team of geniuses can combat the ghastly creeping hands it's goodnight campers.

Out for rental this month.



Erk! – Spacecrabs



TURBO NUTTER KONIX

Is it a bike? Is it a plane? No, it's Konix's Multi-System – the games console which was one of the highlights of the recent UK Toy Industry Fair at Earl's Court. Best known for their Speedking and Navigator joysticks, Konix have now designed an astonishing multi-mode games machine which comes with all sorts of optional extras including an amazing Power Chair.



The Multi-System's central module can be fitted with a steering wheel, aircraft yoke or handlebars for different kinds of games. There are throttle controls on the main module, optional foot pedals, a conventional joystick, and a plug-in keypad. You can also fit stereo speakers to hear the high-quality sound.



Games are loaded from standard 3.5 inch discs which are to be copy-protected by Konix. The screen display boasts up to 256 simultaneous colours from a palette of 4096, and from the demos seen at the Toy Fair, it looks as if the Flare-designed hardware is capable of running pretty impressive games, using an 8086 central processor, 128K video memory and co-processors.

The really unusual options include the Power Chair, on which the Multi-System and TV monitor are mounted. The Power Chair tilts and rolls as you play, just like a *Thunderblade* console (we hope). Other options include a helicopter-style control stick, and a light pistol with add-on stock and hand grip.

The main module will cost around £200, with disc games priced at around £14.99. Fifteen titles from top software houses including EA, Mirrorsoft and Ocean should be available at the launch in August, with 40 by the end of the year. Prices for the add-ons aren't yet established.

We'll bring you more on the Multi-System as we see it. We can't wait.



59

PAINTBALL COMES

Mock war games, such as *Combat Zone* and *Crossfire* have come to London in the form of Electroworkz, an indoor combat area.

Inside a derelict London warehouse is a large concrete and steel maze, with more rooms and stairways than my house at Balmoral. A full 25,000 square feet of floor space is provided including the massive 'courtyard', a large open space visible from almost everywhere in the 3-floor complex.

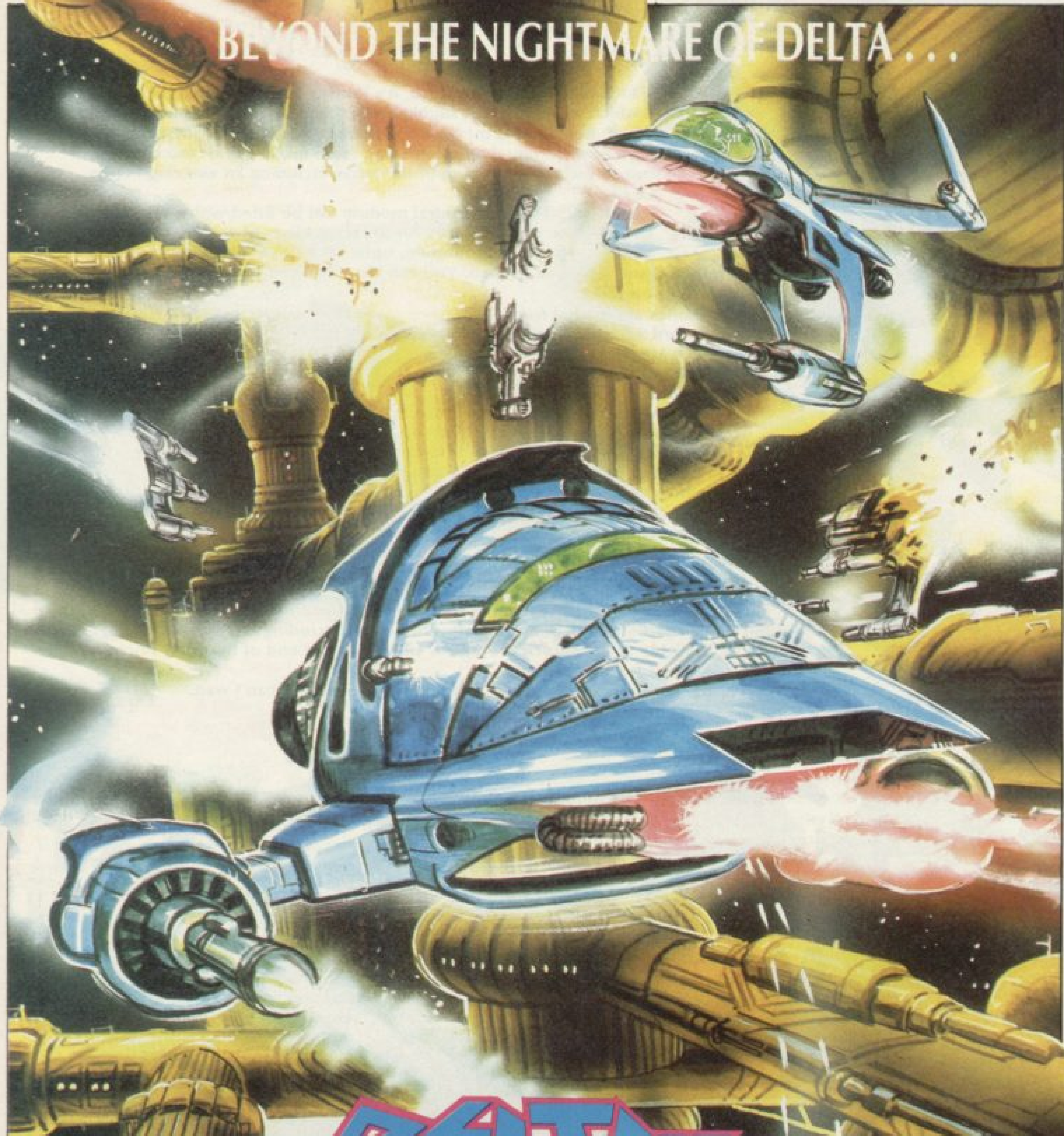
You are provided with weaponry, ranging between modest 6-shot revolvers to 50-shot machine rifles. These fire small paint pellets that explode on contact. When you've been shot, you know it. You are also provided with two smoke canisters, with which you can distract or disorientate the enemy.

You are provided with a full outfit, including helmet, face mask and gloves to protect all areas of exposed skin. There are marshalls on hand to make sure you don't cheat or actually kill anyone.

Electroworkz isn't quite ready for opening, though they do hope to have it ready soon. An over 18 restriction may have to be brought in, but with a little luck, a toned down version, maybe with light guns rather than paint guns will appear. For more information call Dette on (01) 837 6419.



THALAMUS







Two freedom fighters lost in eight sections of a deadly galaxy are a lone force, their own control and determination are the only things standing between them and oblivion.

Featuring eight levels of frantic shoot 'em up game play with stunning and original graphics, animation and superlative music and sound FX – it's an eye and ear shattering experience!

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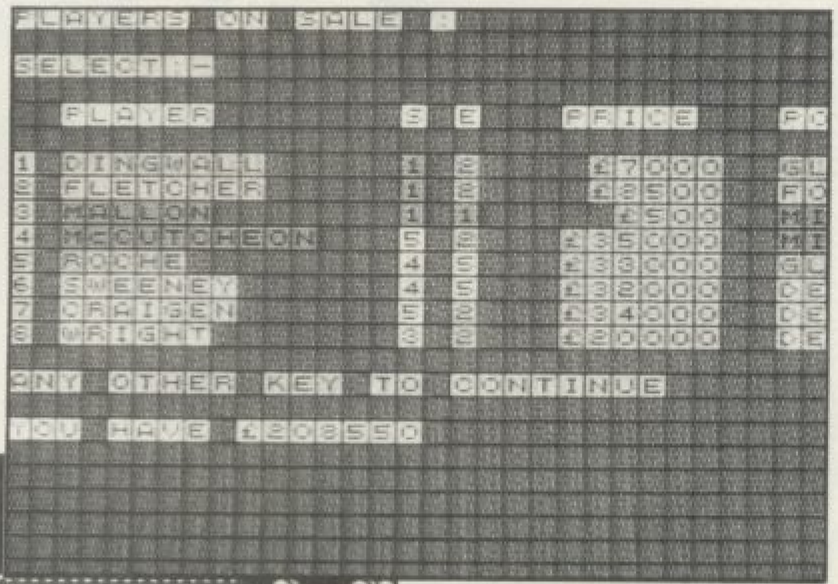
. . . or you'll hate yourself. On four specially selected copies of ARMALYTE is a secret code – if your copy of Armalyte has the 'gold' code you've won a fabulous Eye Of The Storm plasma globe. Four 'Yellow' coded copies could win you a super prize too!

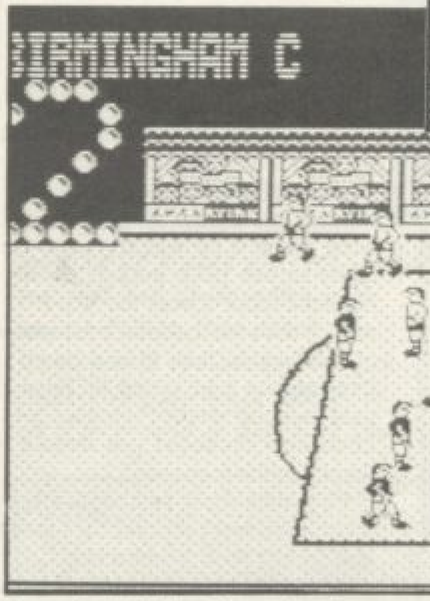
ADVANCED SOCCER SIMULATOR

Snurk! Get a load of this title. Funny or what? Right, had your giggle? If we can avoid the reference to an American slang term that describes a certain part of the anatomy. **ASS** is actually an acronym for Advanced Soccer Simulator. See? I don't know, you worry me sometimes.

ASS is another in the huge, seemingly endless line of football management titles that everybody is chucking out at the moment that do amazingly well, and it ain't bad at all.

As far as basics go, it's fairly normal. You have to manage a squad of at least 11 players and take them from the bottom of the fourth division to the top of the first. Along the way, you get to participate in all kinds of things like the FA and league cups, as well as the European one. This is all fairly basic. The great thing about **ASS** is that you can have up to *eight* players playing at once.





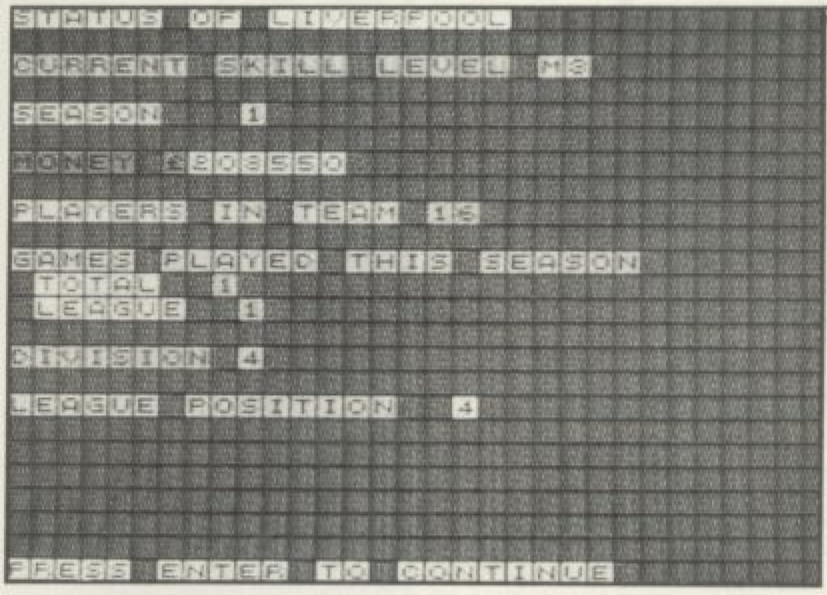
Everybody takes turns to do their managerial thang.

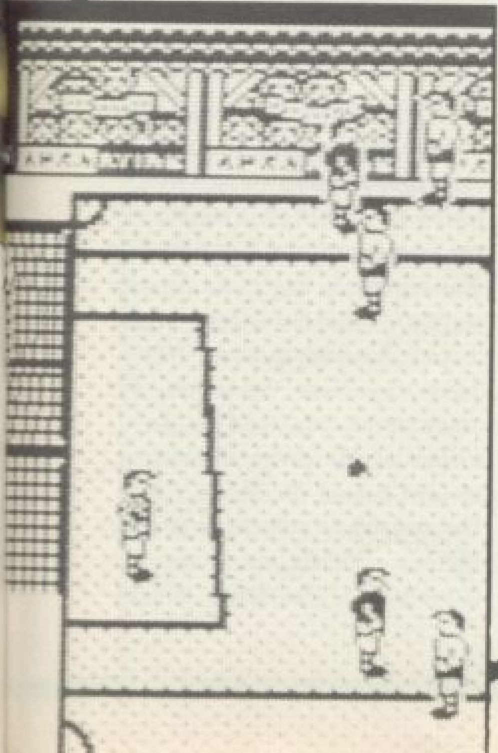
The managerial objective consists of the usual options to buy or sell players, and load, save, or view teams, fixtures, scores and league tables. Your aim is to get as many good players as possible to play in your team. The way you can tell a good player is by checking his energy and skill, which are rated on a range of one to five. Of course, as you start at the bottom of the fourth division, you aren't going to get many five rated players.

Before each match, you are shown a comparative set of bars showing which of the teams has the advantage in which particular fields. The fields are Goalkeeper, Defence, Midfield, Attack, Energy, Experience, Goalscoring ability and overall skill. Once you've arranged your team in such a way that they are as good as they could possibly be, you go into the match. As with quite a few other titles, the match consists merely of a few goalmouth highlights. In **ASS** they are done pretty well; the ball animation is smooth and realistic, though I can never understand why the ball is bigger than the players.

ASS looks really nice overall; some thought has been put into the use of various typefaces and there are some really attractive screen layouts. Colour has been used fairly well, but unfortunately, the highlights are mono.

Overall verdict: it's great. As a single player football game it's real fun. It's not so hard as to be oppressive, but then again, it's no walkover. Played multi-player, it's a great way of whiling away Sunday afternoons■





FAX BOX

ARCADE REVIEW

ADVANCED SOCCER SIMULATOR *Label:* ***MAD*** *Author:* ***Steven Hannah*** *Price:* ***£2.99***
Memory: ***48K/128K*** *Joystick:* ***None***

GRAPHICS	SOUND
78	60
89	87
PLAYABILITY	LAST ABILITY

Good multi-player football game. Doesn't claim to be realistic, just fun.

Reviewer: Tony Dillon

OVERALL **84**

IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .



GRAHAM

TECHNO COP

Who ever wrote the review of **Techno Cop** should be shot. 50% is too high for this unplayable game. It should never have been released. The graphics are okay but the game is well overpriced. Apart from this review your mag is great (grovel, grovel).

Ian Flack
Cambridge
Putting his fiver towards: The next issue of Sinclair User (what a boy)

● ***Listen a game isn't unplayable if I can play it. Next.***

ROADBLASTERS

Oh wow! **Roadblasters** on the Speccy. 8 stars, not bad. Bought the game for 9 quid, and what do I get, a load of rubbish. Did I hear you say "nice music on the 128K version"? What music?!?!?! After this you can hardly call 170 mph fast. Plus, where are the level four things you get in the coin-op?

You might as well bury this game in the garden, it would be better there. It deserves four or five stars at the most. It must be the worst game around!

Alisdair Ross
Edinburgh
Putting his fiver towards: Savage

● ***Thousands and thousands of people don't agree with you, but then thousands and thousands of people thought that the world was flat for centuries, and look what happened to them.***

THING

I was amazed by the review of **A Day in the Life of Thing.** How could anybody give it ten stars and a Classic? OK, the graphics are very good, with smooth animation, but where's the playability? The thing walks so slowly it takes ages to get anywhere, especially when you walk the wrong way and get to a dead end. I have to get a couple of mags and jam the joystick in the direction I want to move to stop my wrist from aching.

When Tony gave it a Classic I rushed out with 2 quid and purchased it only to find out what it's like. If you like slow moving, unplayable games then buy **Thing,** otherwise stay well clear.

Mark Cadier
Folkestone
Putting his fiver towards: Operation Wolf

● ***Sorry this letter's taken so long to get published, but it went through the post VERY, VERY SLOWLY.***

BLOOD BROTHERS

AAAAARGHHH! **Blood Brothers,** 8 stars? Claptrap and oojumfluge! Methinks 6 stars for this frustrating monstrosity. Come on, tony, the jet-bike subgame is alright but the platform game part is impossible! Six-hit monsters? Massive recoils? ONE life for each brother? This game need pokes (ouch! not THAT kind of poke!) Do not buy unless you're into intense frustration. However, cool 128 music and a good subgame earns this game 6 stars. No more, OK?

Andrew Roberts
Oldham
Putting his fiver towards: Overlander

● ***There's nothing impossible about the platform section; given three weeks, and eleven fingers on each hand, anyone could do it.***

FRANK BRUNO'S BOXING

It's not very often people complain about budget games, so I think I'll have a nag. Who do you think you are, Dimbo Dillon, giving **FBB** 82%? It deserves about 2% at the most. It's just so totally *"/@£$& – there are so many keys you need about 2,000 fingers. The graphics are boring and, er, um . . . stupid. So you can get your review, dimmy daft Dillon, and eat it. Also I am totally mad. Hee hee wheee broom ratatatatatzoom hoo hoo whoopee. PS, tell the bear he's a right little Cindy doll and I'm a fried chicken.

Gregory "Mad Dog" Norris
Newnham
Putting his fiver towards: Afterburner **and a straitjacket**

● ***Lucky for me I've got 2,000 fingers.***



TONY



CHRIS

DARK SIDE

Dark Side? Do you mean the one with the great Freescape (TM) grafix? It's a load of old cobblers if you ask me. Chris Jenkins is always the first person to fluff up a review! OK, OK, the grafix are nice, but the gameplay is so slow. Walking around slowly and shooting things that are three times bigger than you is not my idea of fun. The sound, what sound? I mean, they could at least make a separate 128K version with music on the title screen. Steer clear of this one, OK!

PS – Oi! Chris! Have a shave.

Bobby Dohil
Ilford
Putting his fiver towards: Operation Wolf

● ***Well now, there is more to life than screaming around the interstellar freeways loosing off shot after shot from your hydroplastic neutron cannon. Freescape games require a bit of thought and planning, and aren't meant to be breakneck exercises in trigger-fingering.***

As for the chin, at least you have the intelligence to realise that the fuzz is a result of my overwhelmingly masculine stubble, rather than spots, acne or food remains, as other people have suggested. I'll have a shave when I've finished sandpapering this wardrobe.

DRACONUS

Who on earth does Chris Jenkins think he is (Vyvyan Botty – GT). Sure his rating of **Draconus** was fine, as it's a brilliant game. But the review . . . I don't know if he was trying to be funny or just plain mental. To be honest I think it was the worst review I'd ever had the misfortune of reading. In fact, if he'd given **Draconus** a bad rating I'd have said he's the worst reviewer out. From now on could you write a decent review please?

PS – why don't you have, say three reviewers writing up a game and giving their comments, because some reviewers may not like a certain type of game and be biased against it. Also can we have hints and tips for every game?

Mark Lowdon
Stoke-on-Trent
Putting his fiver towards: Tracksuit Manager

● ***Mister silly. The review was written in the style of BRUTE, a very funny comic/magazine which all intelligent people in the world read and find hilarious. You obviously don't. As for the multiple reviewer theory, if we were effeminate pansies like some magazines, we might, but since we're cold-eyed macho killers at the gates of oblivion, we don't need to. We just give the reviews to whoever's best for the job. Usually me. Hints'n'tips? Too much to ask.***

The WRITE STUFF?!



JIM

WHERE TIME STOOD STILL

I first saw **WTSS** advertised in July, and wondered how anyone could make a game of such a crap film. When I saw it had a Classic I thought this can't be right, but then I remembered that you are always right (unless you're wrong). So I got 799 small pennies out of my piggy bank and ran down the shop, bought it, loaded it, got bored after eight minutes of loading, fell asleep, woke up then played the game. The graphics were excellent and the sound was . . . OK. I was hooked! Well done Chris for a great review. I was beginning to get the impression you got everything wrong.

PS How do I get past the hand that pushes you off the cliff?

Nick Bradley
Halesowen
Putting his fiver towards: Savage

● ***What a disappointment. Here's me thinking you were working up a good old rant, and you just end up agreeing with me. In future, cite exact instances in the past where you think I've got things wrong, or we'll be around to deal with you.***

VIRUS

Jim Douglas has mucked it up again (Not AGAIN – GT) giving **Virus** a Classic and saying it's incredible. I reckon it's ultra mega trash. When will you get something right Jim? I think it's one of the worst games around; its graphics are nondescript and it has very little playability. In a word it's trash. Jim is a disgrace to a cool mag. He should be fired or made to give up and go home.

Richard Green
Newcastle-upon-Tyne
Putting his fiver towards: Street Fighter

● ***I might be a disgrace to the mag, but only because of my eating habits, not my reviews. Virus is the best example yet of a vector-graphics shoot-'em-up, which is pretty incredible considering the limitations of the Spectrum, and is jolly good fun once you've had enough practice to be able to control the ship confidently. Belch.***

TARGET RENEGADE

Target Renegade was going to be the best game I had for a least two months. (I am not rich like quite a few computer owners). (Who – give us their telephone numbers – GT). I read the review in my favourite magazine before dishing out the money (10 stars was pretty good).

When I loaded up the game I was astounded. Not by the graphics, not the sound, not even the two player option, but by the fact that after ten minutes I was on level 3 with one life left. The game was just so easy. I beat it on my seventh go. I was not pleased.

Before you buy the game, test your skill factor. If you are completely unco-ordinated (Jim Douglas take note) then this game is perfect for you, but if you are overly skilful like 90% of the gaming world, then this game is worth 5 stars at the most.

PS how many brain cells has Kamikaze Bear, one or ten?

Owen Smith-Jones
Bridstow
Putting his fiver towards: Savage

● ***Burble burble burble. That's me failing to co-ordinate my mouth. Every other part of me is in perfect working order. (Fyak – AS), so we're left with the conclusion that you must be a gameplaying dynamo of the highest degree, worthy of a Nobel prize and a place in the Record Book of Guinness.***

BIONIC COMMANDO

I'm surprised Jim Douglas is still working for SU (So is he – GT). I'd fire him after seeing his review of **Bionic Commando.** Actually, everything he said about the game, like bad graphics, boring gameplay, blah blah blah, is utter rubbish!

If you've seen the arcade game, you'd realise the Spectrum version is nearly the same! Brilliant colourful graphics, and it plays well too! Giving it seven stars is simply not enough. It deserves a Classic! If nobody has reacted to this disgrace yet, well I'm blowed!

J P Dunham
Portugal
Putting his fiver towards: R-Type

● ***Consider yourself blowed. Nearly the same as the coin-op? NEARLY the SAME? This must be some use of the word NEARLY that I'm not familiar with, meaning "completely and utterly nowhere near in any way". And if I had sixpence for every time I've read the phrase "It deserves a Classic," I'd have enough money to buy Bob Monkhouse's swimming pool.***

BIONIC EXTENDY-ARM COMMANDOTHINGY INNIT!

Hallo peeps, I've come to say a couple of words 'bout **Bionic** 'Extending-Arm, Me Tarzan You Jane' **Commando.** This is a blinkin' Mona Lisa, oops sorry peeps masterpiece innit. I mean, takes for inst the way your sprite is movin', if that ain't as smooth as a baby's bot then what is eh? And what about the totally terrif John Revolting hippety-hoppety tune, is it funky or am I a pink flying Natwest piggy eh?

This game is like one of my kebabs – outta this world. So buy it now or you pretty blood' stupid enyou. So long peeps!

Dave "Stavros" Ruck
Cinderford
Putting his fiver towards: Street "Pretty ruddy tuff me" Fighter

● ***I don't know if you realise this, but Harry Enfield has said he's never, never, never going to do Stavros ever again, 'cos he's promoting racial stereotypes. Unless, that is, anyone offers him LOADSAMONEY!***

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

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So get cracking – write your reviews and send them together with the completed coupon below.

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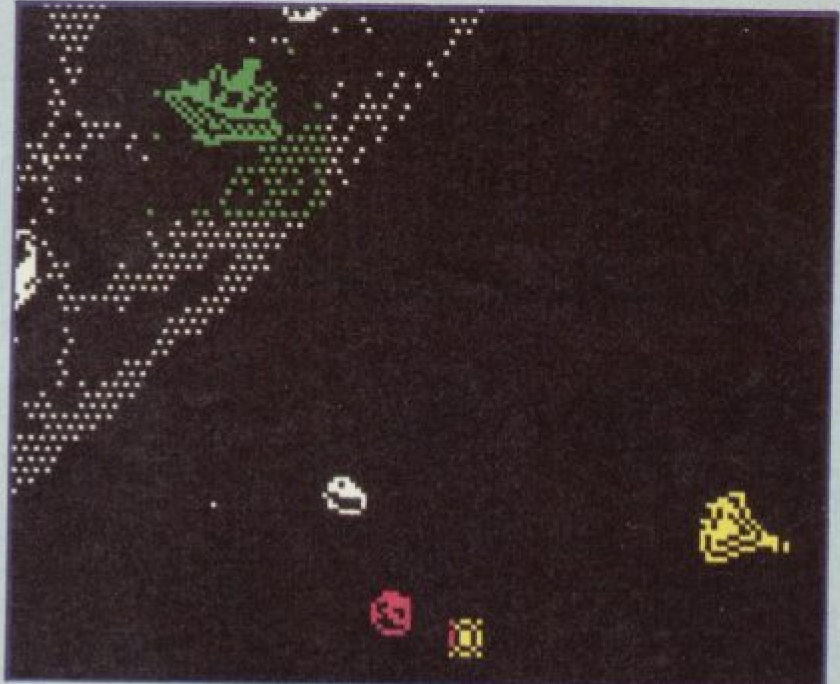
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I'm going to put my fiver towards ....

....

*Reviews supplied without full name and address will not be considered for publication.





BLASTEROIDS

Asteroids has to be one of the best, yet simplest games ever devised. If you don't know it, which I find pretty hard to believe, **Asteroids** had you as the pilot of a small triangular craft whose mission it was to destroy groups of large asteroids by shooting them repeatedly. As they were hit, they would split into two or three smaller pieces of rock. These smaller pieces would have to be hit and made even smaller until they ceased to exist.



As I loaded **Blasteroids** (© T. Dillon Reviews Inc. Registered trade mark, all rights reserved) I realised exactly what Image Works' coin-op conversion is. **Asteroids** revamped. With just a small alteration or two.

Firstly, and the most obvious, is that the fast, smooth vector graphics have been replaced with slow, jerky sprites. All the asteroids now look like asteroids, rolling about the cosmos randomly. The backdrop has changed too. Instead of a bland black background, you now get nicely digitised views of space.

Probably the thing that has changed the most is the ship itself. Rather than one small triangle, you now have a transformable craft. It can change its size to suit its predicament. You have a choice of small, nippy craft that is very manoeuvrable, but has the lowest shield rating. Then there's the large lumbering monster that's almost invincible. The third is somewhere between the two.

So, what do you actually have to do? A large area of space has been taken over by Mukor, between 9 and 16 sectors depending on the difficulty level. You have to win back all the sectors by destroying all the asteroids in each. Between each sector is a map on which you can see which sectors you've cleared, as well as choosing which one to go to next. When you've cleared all the sectors, you get to fight Mukor himself, a large lumbering beast with more firepower than Tim coughing whilst eating a dry Cream Cracker.



In each sector, there are about five large monsters. One of these is coloured blue. As you break down the asteroids, one piece remains blue. When this piece is destroyed, it throws out an energy capsule. Collect this and it replenishes your energy back to maximum. Collision with an asteroid or practically anything else lowers your shield energy, at different rates depending on which ship mode you're in.

Alien spaceships also fly around the areas. Destroying these results in a goodie being dropped, either a two-way firing gun, or an extra shield. The one extra change? You can play one or two-player simultaneously. As usual, two player is much more fun.

Blasteroids is a very accurate conversion of an easily convertible coin-op with one major fault. It just doesn't have the fast paced action of the coin-op, and slow, sticky gameplay kills dead the quickness of reaction and speed of eye-to-hand co-ordination needed in a good arcade blast. Rather than being a frantic, joystick wrenching blast, **Blasteroids** falls more into the category of a leisurely stroll, where the player makes occasionally almost subliminal move towards the computer■

ARCADE REVIEW

FAX BOX

BLASTEROIDS *Label:* ***Image Works*** *Author:* ***Teque*** *Price:* ***£9.99 cassette, £14.99 disk*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
78	70
62	70
PLAYABILITY	LAST ABILITY

Looks like a faultless conv but plays poorly

Reviewer: Tony Dillon

OVERALL 71

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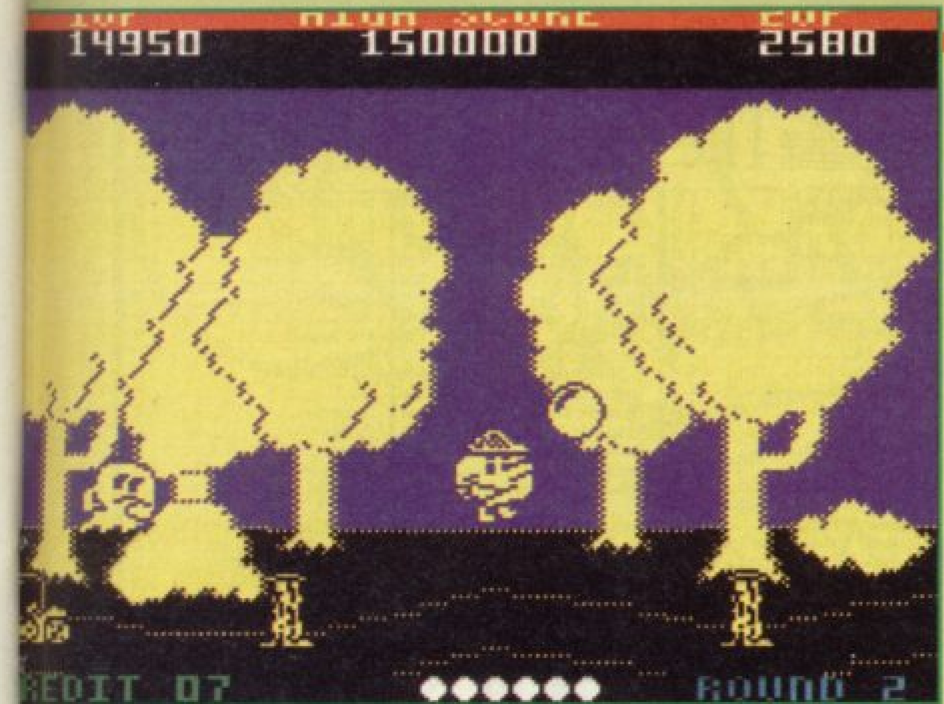
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GAMES REVIEW!

PAC-LAND



They're all friends of Pacman in the Pacland. No, they're bloody not! They're all horrible vicious little monsters so far as I can tell, hellbent on the downfall of everyone's favourite gobsplit lemon.

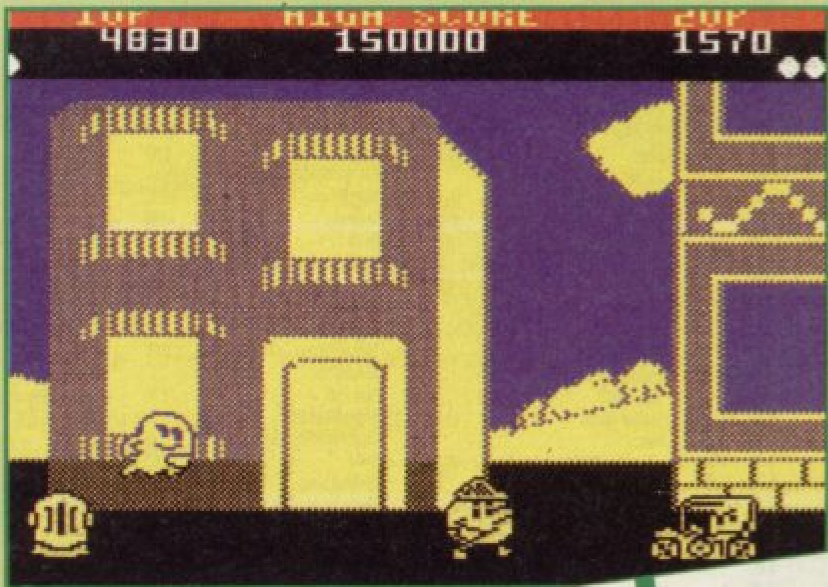
Pacland is a strange place to be sure. It's made up from fluffy looking buildings with fruit that hangs in the air and maniac ghosts that drive cars and fly planes and kill you without hesitation.

Your objective is to explore (make it to the end of left-right flip screens) the **Pacland**, scoring as many points as possible on the way. Bit simple, don't you think? Well, yes, but the life of a tennis ball with a Chelsea smile is far from easy. The ghosts from the previous games are still as much of a menace these days and with no more than left, right and a jump key at your command you've got to avoid horrible propellor slice death or a nasty bump from a drink-driving lemon.



Graphically things are very basic indeed. This, it has to be said is simply a faithful conversion of the coin-op style, but emphasizes the fact that **Pacland** is more to do with playability than awesome visual appeal. And it's pretty good too. The ghosts on foot prove no problem on the first level, since you can outrun them and it's only by getting slightly caught on an obstacle slightly off the current screen (sometimes there are posts and blocks at the start of the following screen which prevent your entry) that they catch you. In fact, the ghosts seem to be here as a bit of a token gesture, and they're worth bonus points if you eat the power pills.

The most common form of fatality in **Pacland** are unfortunate timing incidents when in the process of vaulting an oncoming



spookmobile, you pitch yourself into the whirring propellor of a ghoulplane. So quite a bit of timing needs to be used. While you can change the direction of your jump in mid air, there's no





way you can duck down once you're up there. Too much jumping usually ends in death.

The Pacland is split into lots and lots of stages – far more than I could really be bothered to complete. There are buildings in the background at first, from which you gradually make your way through the Pacforest, avoiding the menacing treestumps, and onto the hilly bit. This is when life gets really tough. You have to negotiate huge off-screen jumps – leaping off one screen and trusting that you've judged the location of the landing spot correctly. All along the way, of course, there are bonus power pills and fruit to collect, but they're far from essential, they simply enhance your score. Eating a power pill, as well as making the ghosts edible, takes away the planes and cars for a while, giving you free passage. A point that I thought was slightly naff was that – just like the coin-op – there is no need to collect anything in order to make it to the next level. If there had been the obligatory token to collect, life may have been a bit more interesting.

The only places where **Pacland** falls down are the same as the coin-op. The graphics are a bit twee in the same way, the planes and cars sandwich you in the same, slightly unjust



fashion. It's also got the same inexplicable playability and latent addictiveness. While you never find your blood boiling with frustrated determination to beat the ghosts into the ground, you end up just playing again and again. Very odd!

Certainly this is far from everyone's cup of tea. The Write Stuffs will pour in saying how hopeless or brilliant **Pacland** is. All I can say is that it's a very faithful conversion of a game you'll either love or hate■

FAX BOX

ARCADE REVIEW

PACLAND Label: **Grand Slam** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

Faithful conv of love or loathe coin-op. A must for Pacfiends.

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
68	60	74	72	70

Reviewer: [signature]

10 20 30 40 50 60 70 80 90

67

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COMPETITION

ZOOMER!!



Is it a joystick? Is it an internal combustion engine (Of course it isn't, stupid. – GT). Actually it's a Zoomer. And it's a joystick. So I hope that's cleared that up. Oh, and it could also be YOURS – Yes yours! – if you win our ridiculously easy competition.

The Zoomer is an aircraft-style controller manufactured in the good old Yoo Ess of Ay, and it won't be available here until later in the year. Meanwhile the UK distributors, Entertainment International, have kindly offered to whet your appetites by giving a few away to panting SU readers.

Five first prizes of ZOOMER Game controllers worth £35.00
Ten runner-up prizes of Titus Games' **Crazy Cars 2**
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The ZOOMER is compatible with all joystick-operated games, but it's particularly suitable for flight simulators, driving games or other vehicle simulators. To win, all you have to do is answer the questions, fill in the form and send it off to our competition gnomes.

1) What was Titus' recent drive-and-shoot game?
   A) Fly Off and Flee B) Fire and Forget C) Fling and Flop
2) What's the name for an aeroplane's control surfaces?
   A) Flaps B) Struts C) Flanges
3) Who was the first non-stop Atlantic flier?
   A) Marcel Proust B) Dame Nellie Melba C) Charles Lindbergh

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Send your entry to Blimey! That was a bit low major! Competition, Sinclair User, 14 Holkham Road, Peterborough PE2 0UF. Closing date is 30th April. World War 1 fighter pilots and Capt Wayne Smedley RFC are excluded.

TH



Greetings, mortals. An indecipherable signature has sent in the following missive. "In the January issue of Sinclair User you said that you couldn't think of anything to rhyme with Academy so I thought I'd have a go: "Twas brillig and the slithy toves did syre and bimble in the Academy, A slithy tove asked for fifty pence, but twenty was all I 'ad on me." We're none too sure about this, I think the present Poet Laureate has nothing to fear.

It is, I might point out, a bitterly cold day as I take quill to parchment. The wind is howling like a demented balrog, the panther ditto, so I suppose it is time to reveal the name of the winner of the rightly famous "Name That Panther!" competition. This will enable me to summon the panther, once trained, and hopefully prevent it eating anymore postmen who have accidentally been turned into tins of cat food. That particular spell has been discarded now, others will take its place.

A large THANK YOU to everyone sent in an entry, including the enterprising reader who, for some reason, sent in the entire page with the competition form on it. The coupon would have been enough. Other souls showed wit and intelligence by sticking the coupon to the back of an envelope, thus removing the need for opening it. Many a postman must have had a quiet chuckle when they gathered that the beast was actually going to be named.

Honourable mentions to Craig Leckie (who thought of Eclipse, suitable name for a black panther I agree, but alas for him not the winner) and Mark Boreham (who wanted Saucy, after the Saucyress – cheeky young pup – him, not the panther). No names for the countless people who suggested Rover, or the fool who wanted Cuddles. David Morgan's suggestion is that I call the panther Samanther is ruled out on the grounds that Samantha is a Fox. And to to the winner. Drum rolls, maestro, please, for Peter Young of Oldham, Lancashire, who will already have recived his prize of an extremely large jiffy bag of software. The name? I just loved it as soon as I saw it: Claws 28. Probably be known as Claws for short, and next winter will no doubt be called Santa Claws. If anyone disagrees with me then I shall resurrect the cat food spell and Claws can eat you.

Have any of you ever tried Play By Mail adventuring or role playing? Could have been difficult while the postal strike was on, but so would playing conventional adventures if the electricity board put the chop on us. PBM Scroll seems a useful magazine to give you an insight into the world of PBM. Individual issues cost one pound (48 pages in the last one I saw), and are available from John Woodsd (cheques, postal orders etc, made out to him) at 91 Wandle Road, Morden, Surrey SM4 6AD.

I see that the same chap had an advertisement on the back of one of the issues of Adventure Probe, a fanzine worth taking a look at. In the

Thanks to Mark Derham, Austin Briggs, J. Clay and C. Mays, plus the Unknown Adventurer (whoever you are!).

DANGER MOUSE

From where we left off last time. Enter the dark passage, go through the exit, enter the chateau, press the switch, go through the exit, enter the garden, offer the red herring, fill the bucket, enter the conservatory, enter the chateau, go along passage, throw the murky water, enter the wall, go down the dark stairs, unchain the skeleton (and find the code for part two, which is number 7842981). Part One Complete!

GNOME RANGER

From where we left off last time. When the Nymph and the Unicorn meet they fall in love and give you a set of pipes, whereupon go to the cottage, north, northeast, northwest, play pipes. When the Unicorn turns up, "unicorn break door". Now save your position, just in case, and south, snap fingers, the leprechaun should arrive and not run away. If he does, reload position, but if he doesn't then "leprechaun, follow me" to keep him next to you, wait, the witch should arrive and then "leprechaun, break wand" (no spelling mistakes now!). Part One Complete!

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From start to finish. Get ladder, n, n, e, e, n, lean ladder, u, get sword, d, get ladder, s, s, s, break ladder, cross chasm, s, get logs, examine logs, drop logs, w, examine bush, get key, e, n, cross chasm, n, e, kill demon, e, e, unlock door, open door, e, e, s, e, get coin, w, n, w, w, w, w, buy lamp, e, e, e, e, e, s, break trapdoor, d, s, light lamp, s, get salt, n, n, u, e, e, throw salt, n, e, get excalibur, w, s, drop lamp, get oil, n, lubricate winch, turn winch, s, w, w, n, n, n, reflect spell, w, wake king. And there you go!

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress **SU** *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*



hands of Mandy Rodrigues this one, £1.25 a copy (cheques etc to Adventure Probe), and check this address carefully: 24 Maes Y Cwm, Llandudno, Gwynedd LL30 1JE. Latest issue again has 48 pages, which seems to be a popular number, and contains much useful information for Spectrum adventurers in the way of an assortment of hints, tips, solutions, and so on.

Last magazine to get a mention is that produced by the Adventurers Club Ltd, who live at 64c Menelik Road, London NW2 3RH. You'll have to write to them for details, because the 48 page (another!) issue doesn't seem to give any. Usual collection of hints, tips, reviews, plus discounts on software.

An adventure that I would like to draw to your attention comes recommended by one Henry J. Mueller. Called **The Crystal Cavern,** written by Harry Capeling, it is a graphic adventure for the Spectrum 48/128K. The Adventurers Club goes so far as to say "superb graphics . . . excellent game logic". We can agree with this, and for a mere £1.99 you can hardly go wrong. Available from Handasoft, who live at 25 Ingleton Road, off Penny Lane, Mossley Hill, Liverpool L18 1HJ. Ah, Penny Lane, always a favourite at the Sorceress's Ball, that one, along with such gems as Macca's Maybe I'm A-maze and anything by Wizzard. Mid-summer, incidentally, I shall tell you all about it some other time. The things that go on . . .

But back to **The Crystal Cavern.** Basically Merlin is offering you vast sums of money to free him from the Crystal Cavern, but all is not as it seems. Merlin is really a bad guy, as you find out from Nimue, the Lady of the Lake. Magic abounds, the parser is a fairly good one, some of the problems are interesting (I hate kissing toads!), and although you can only carry four objects at a time you can wear more. Any attempt to wear the toad does not come recommended by me. Good clean fun, and I hope there are more on the way.

Speaking of budget adventures, let us not forget Tartan Software's (61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT for details) and Jack Lockerby's offerings (44 Hyde Place, Aylsham, Canterbury, Kent CT3 3AL). People like this, as well as the big boys, keep the Spectrum software scene alive. Support them! Send off for details, order that software, support that market!

But the big guys do sometimes produce items of interest. Magnetic Scrolls and Level 9 have been slugging it out at the top this last couple of years, with both of them continually producing top class games. Magnetic Scroll's **Jinxter** did not appeal to all senses of humour, or indeed to all senses of logic. Listen to a magpie so that it gives you some spectacles with which to see in the dark? But just for anyone who might be struggling a little at the end and has got to the jewel room, examined the dome and found the blocks, but can't work out which way to slide them, slide 5,8,1,6,7,2,9,3,4 and hey presto! Teh dome breaks open and you can have a bracelet. Charming.

At the opposite end of a game, in Level 9's **Ingrid's Back!** at the start, you must examine everything, then examine everyone. Type Exits On if you like, then go north twice to the bar of the Green Gnomes. Assuming Jumbo's around, Offer Petition To Jumbo, and continue to collect signatures by doing much the same with all the Little Moaning Gnomes.. Note, though, that the gnomes don't really trust Ingrid, so not all the necessary twenty are easy to reach. To make life a little bit easier, if you keep on Examining Petition as you get more names the response changes to tell you who's missing when it's nearly complete.

No room for **Snowball** again! I might offer a solution next time, we shall see. Come on! Claws! Walkies!!

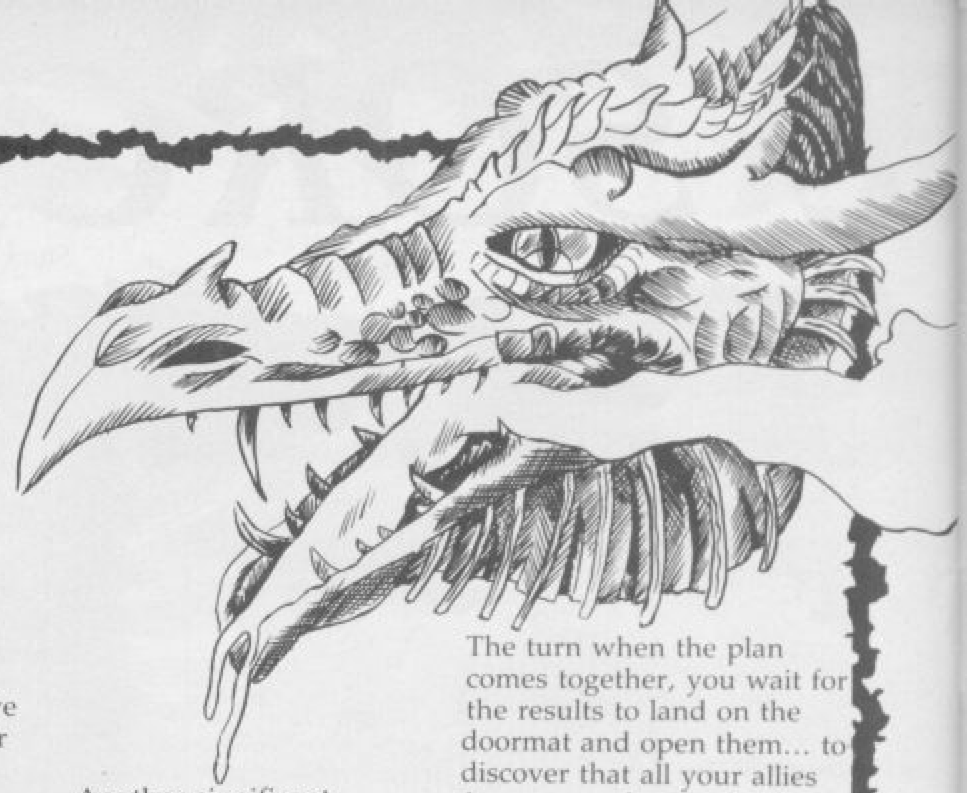
WITTS END

Thanks to Allan Phillips, Alf Baldwin, Benjamin Lyres, P. Hall and S. Gould for invaluable contributions for fellow warfarers.

BORED OF THE RINGS Do you really want the code to part two? Okay, it's the words GOOD TIME (not the space). If you're having problems getting the coins, then INSERT BATTERY into the vending machine for a bit of money. The map-selling pixie should then be given a coin, whereupon a map is miraculously dropped to the floor. In here you could try LIFT MAT to find a key to unlock a door to a secret room, and in the very same secret room you could GET RIFLE, LIFT RUG/MOVE RUG, whereupon a trap door will be revealed. Cunning stuff.

BLIZZARD PASS Everyone seems to have fun with this. Here are ten hints for now (more to come, stay tuned): if you haven't found the garlic, then go into the blizzard and look in the snow. If you're lost in the blizzard, find cave for shelter and climb cliff. If you're having problems with the window, examine window, put snow in cracks. It it's too dark to see anything, find rock and examine rock, so carry it with you at all times. If you can't find the secret tunnel, find the statue and examine it carefully, and if you can't move the statue then find the robe, go to the window, wet robe, wet runners. If you can't find the blast spell, go along the tunnel and search the priest. If you can't get past the dark figure, check what you're carrying and wear the robe. To find the plank, then find the well and get plank and look. If you haven't found the shield, find a massive hall.

Play by Mail



Hello, Tarquin here. The New Year has produced a flurry of mail to the Lobotomy household from the adoring General Public. Now I've told you before General, it's only a phase you're going through, pull yourself together, think of the scandal it would cause in military circles and never darken my letter box again.

Other people were writing to me too, thank heavens, including Christopher Willman, from sunny Sheffield. Christopher is a bit puzzled by Play By Mail. He's tried one game, and didn't see what advantages it has over playing wargames or board games face to face.

Well Chris, you don't say which game you were involved with, but maybe you just got unlucky. Quite often, at the start of a game, there doesn't appear to be much to do – until you have built your force or character up a little and come into contact with some other players in the game.

If the game doesn't get any better, write to the gamesmaster, tell him you want to quit and why, and maybe he/she can help you out. Whatever, don't just drop out of the game without saying anything. NMR's (No Moves Received) are really annoying for gamesmasters and other players alike.

But to answer your basic question, play-by-mail has a whole number of advantages over playing face-to-face. To start with, play-by-mail offers a great number of games that you just can't play face-to-face. There simply is no board equivalent. These are the games that have very many players in, all inhabiting a continent, planet or galaxy! Usually each player will be controlling the fate of a single race, and this will involve a fair amount of book-keeping.

These two factors – huge numbers of players and a fair bit of accounting – make it ideal for a game to be moderated by a computer with the orders going to a central point, and impossible to play face to face.

Another significant advantage PBM has over FTF is that you are playing, to start with at least, new players who do not know you, and therefore will not hold grudges over from the last game!

FTF almost always involves playing people that you know, which makes it much harder to 'suspend belief' and throw yourself into the spirit of things. After all, if the player that viciously betrayed you in the last game offers you an alliance or trade in this one, you are unlikely to accept. But if it is a new game, a new Universe so to speak – there is no way that pre-knowledge should alter your judgement. That might sound a bit role-playing purist – but I am, so there.

One of the best things about PBM, though, is the amazing opportunities it offers for deception, forgery and general trickery. None of the other players will know you, or live near you, in all likelihood. So T Lobotomy might change from Tarquin to Tina in an attempt to charm other unwary players.

Photocopies of incriminating letters from other players suggesting alliances can be sent anonymously (or not) to key personalities. Or they can be forged. And in case you think the postmark would be a giveaway – there is always the trick of sending a letter within another letter to a friend the other side of the country, and have him send it. Or in the extreme, getting on a bus yourself.

It's this area of uncertainty – the fog of war – that makes PBM more realistic than FTF. The turn when the plan comes together, you wait for the results to land on the doormat and open them... to discover that all your allies have ganged up against you and wiped you out.

Hope that's of some help to you, Chris, and if anyone out there wants to contact old Tarquin – just send those letters and used paper currency, right in.

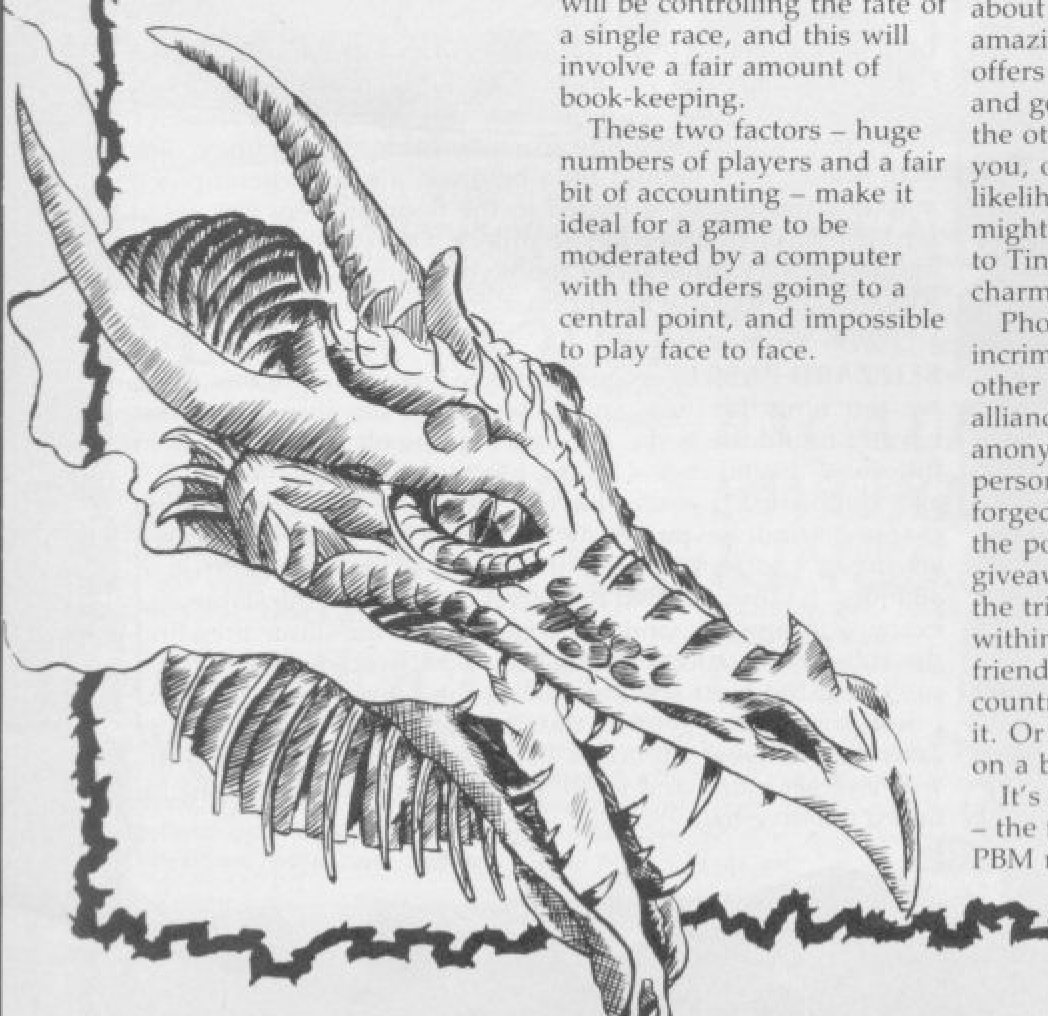
A Mr P Harvey calling himself PH Games has sent in the rulebook to a game he's devised and programmed himself, called **Civilization**.

By the look of it, you play the part of a post disaster tribe with a technology level little above banging the rocks together. Still, as the 20 different land types include Missile Silos and the rules have provision for sending up satellites (very topical) I guess things get more advanced.

You also get more order options the greater your technology level, only starting out with quite a simple attack/defend, buy/sell type orders.

I've not had a chance to play the game yet, so I can't tell you what it's like – but if it sounds interesting to you so far, try dropping a stamped, self addressed envelope to PH Games, 9 Addington Road, West Wickham, Kent BR4 9BW, for more details.

Finally, I did get a letter from a gentleman who shall remain nameless, claiming to play a lot of PBM saying he has never played in any game (and doesn't know of anyone who does), where a character called Tarquin Lobotomy has also taken part. The answer? I don't suppose Egon Ronay announces himself when he's checking out Claridges either, dog breath... until next time; I hope you have been.



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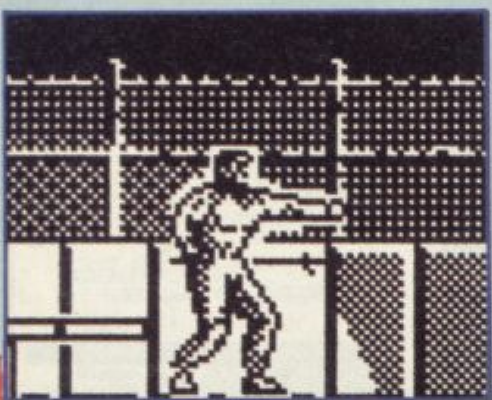
BLUE

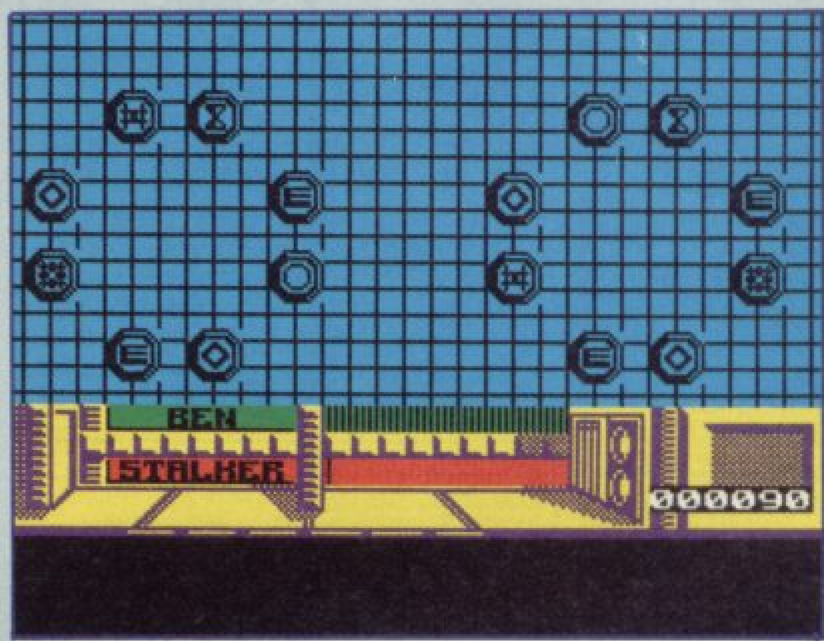
Grandslam Entertainments took on **The Running Man** project in the late summer of 1988. The main idea behind the game was to ensure that the player felt they were actually taking part in the film. Clearly the Spectrum had to be pushed as far as possible – this is evident given the existence of a dedicated 128K version of the game.

Along with Emerald Software an enormous amount of time was spent experimenting with new and different ideas for all aspects of the game.

GRAPHICS:

The basic brief was to produce a game with superior graphics using as many animation frames as possible to achieve a smooth and realistic looking game. This itself caused quite an amount of bother. Each character within the game has a minimum of 20 frames. However, some characters use as many as 30. This meant that at any time there were over 100 sprites in memory. Along with this the background graphics and the layering system occupied most of the remaining memory. Memory constraints were overcome by using special encryption methods.





SOUND:

The standard sound effects utilise an in-house sound processor. Basically this system allows the user to set up sound such as an explosion playing on the interrupts, thus not slowing the game down. Each sound was built up with an in-house micro language. Sounds also consist of between one and 50 sections.

SCROLLING:

The major problem here was to achieve a smooth fast scroll. The best way to achieve it was with the use of a monochrome screen. The scroll rates were actually nybble based.

RUNNI

ANIMATION:

To prevent an irregular animation





rate an animation scheduler was incorporated. This allows the game to control the standard animation rate and adjust itself as necessary, regardless of the number of sprites on screen. The animation of the main character Ben Richards caused some problems as his movement was tied into the movement of the background graphics.

PRINT

TRICKS AND PROBLEMS:

Collision caused an unusual situation as different classes of object needed to be detected. A linked list of queue structure allowed the amalgamation of different collision types, thus the appropriate action could be taken. The only other problem was getting the intro into the game. The decision was taken to incorporate a separate load, which of course meant that it would be much more exciting and include a little digitized speech, large sprites and special 128K music. Another programmer was needed for this, but it appears to have been more than worth it.





75

G MAN

THE DEVELOPMENT TEAM:

James Poole – Software Development Manager at Grandslam.
Mark Pickavance – Creative Consultant.
Mike Wollison – Software Assistant.

SPEED:

Much of the code was quick enough to remain intact after the first few test runs. However the generation of background graphics with the constant movement of characters led to a visible slowdown. This problem was solved by arranging alternate screens in a more efficient manner. The pre-determined animation rate was then achieved.





THE PROGRAMMING TEAM:

Jonathon Broggy – Senior Project Leader.
Mark Cushen – Graphics.
Fran Heeran – Coded intro section and handled digitized speech.
Damian 'Scatz' Scattergood – Loader and sound effects.


Kenny Dalglish
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I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

...WITH MY PUTATIVE EXPERIMENTER (!?!) AND UNAVAILABLE SOFTWARE

DEAR Bear (Yussir. At your service. It really is a very large axe, you know.)

Believe it or not, but in chapter 29 of the +2's manual it explains about the AY-3-8912 sound chip. It also says that the putative experimenter (whatever that is!) should get the data sheet for the chip. Well, I tried.

Amstrad's telephone receptionist has never heard of a sound chip. The technical department were out to lunch all day, but when I got through they were similarly unhelpful. Help? Help!

Richard Morgan
Bridgend
Mid Glamorgan

Dear Wogan (Axe or no axe... there are limits... RG)

I have a 16K ZX Spectrum; it's fine but there isn't much software available. Can I get a RAM pack?

Duncan Moore
Taunton
Somerset

● Right. The data sheet can be got from Maplin Electronic Supplies Ltd, who are even now waiting by the phone on (0702) 552911. They should also sell the expansion chips for the Spectrum 16K – unless you're very unlucky and have an Issue 1 (these are very rare, though), all you have to do is buy the chips and plug them into the main circuit board. The chip numbers are 4532-15, and you'll need 8 of them – plug them in so the semicircular notch on the top of the chip is at the same end as the notches on all the other chips on the board, and you can't go wrong. Issue 1 Spectrums need a special board, which nobody has seen for seven years.

As for Amstrad technical support being out to lunch all the time... look, I didn't say it!

...GETTING OVERHEATED

Dear Dr Drupe (ONE MORE... I'm warning you lot... JUST ONE MORE. RG)

I've got a Spectrum +2, and every time I want to use my computer I have to wait 20 minutes, otherwise tapes don't load. I've fiddled with the little screw in the tape recorder, but it doesn't help. Can you?

Wayne Constable
Burnage
Manchester

● The electronics in the Spectrum that decode the tape signal, like all electronics, work differently at different temperatures. The Spectrum is designed so that this shouldn't matter, and should load immediately anywhere from an igloo to Hawaii on a sunny day (I'm prepared to test this last bit personally, should anyone be curious. Airline tickets to the usual address).

But, like everything else, the bits of the Speccy that load tapes go wrong (quite a lot, actually). And one of the ways they go wrong is by becoming too sensitive to heat, sooooo... either leave your Spectrum on all the time to stop it cooling off (not really recommended) or get it fixed. The tape circuits are quite simple, and repair people have some neat tricks involving hairdriers to find out heat-sensitive problems.

...EXPANDING MY RAM

Dear Dr Ripe (Look, I don't have to do this, you know. I could live in a wigwam and grow apples instead. RG).

I've recently bought a Spectrum 48 and I'd like a disk drive that's compatible with the +3. Is there such a thing, and where could I get a RAM expansion?

Jayson Snipe
Kings Norton
Birmingham

● No Spectrum disk drive is compatible with the +3's – what did you expect? Everyone else uses the far superior 3.5" standard which is faster, more capacious and, darn it, better all round. Also, even if you could get a +3 compatible disk drive, the hardware differences between the 48K Speccy and its grown-up cousin are so vast that all you would be able to do would be to look at it and dream of the good old days. Same goes for the RAM expansion.

...USING A MICRODRIVE

I am the proud owner of a Spectrum 128K. I've seen adverts in SU Classified for Microdrives, and wonder if they'll work on the 128K. If so, could I save a 128K program onto microdrive so it would Load in seconds rather than minutes? Someone told me that I'd have to use more than one cartridge because a microdrive only holds about 90K. Issitru?

Steve Wylie
Ramsgate
Kent

● Vast amounts of Sinclair brainpower went into making the Spectrum 128 compatible with the old microdrives, and it all works. You can take any Interface 1 and microdrive, plug it into a 128 or a +2, and it will load and save programs.

It's true, too, that a microdrive can't hold 128K. But most 128K games aren't actually 128K, especially if you don't bother with the loading screen and the bits of memory that only get used after the game has loaded, so it's less of a problem than it might seem.

...FIXING A DISC DRIVE

I've got a Beta Plus Disc Interface, made by Technology Research. Does the company still exist? You see, the 27128 Eprom has passed away and the interface doesn't work any more.

If I can't get a spare, will anyone else's interface work with the existing disk drive? I've got a Spectrum 48K, by the way.

C Summers
Macauley Road
Manchester

● Weeeelll... I don't think that Technology Research are in the business of producing Beta Plusses any more, so I wouldn't hold out much hope of getting a spare from them. You could try and advertise for a spare EPROM, since it would be simple for some kind soul with a working interface and an EPROM blower to make you a copy; however, there were a lot of different kinds of Beta Plus interfaces with a lot of different kinds of EPROM. Again, not much hope.

If you've got a 3.5" disk drive with your interface, however, you should be able to plug it into any of the current crop of adaptors: I've been playing with the Miles Gordon Technology Plus-D and that seems a solid design. It won't be able to read the old disks though – you'll have to reformat them and start again.

. . . HOW T

. . . DOES THE KEYBOARD WORK?

At first glance the good old faithful 'rubber Spectrum' keyboard is an horrendous sight. Masses of keywords and commands with what seems like hundreds of options for each key – and let's face it, to select a function or command we had to end up playing a sort of finger sized game of 'twister'. The newer Spectrum Plus 2 and 3's are a bit more clear because they have dropped the keyword legends, and are more like the conventional QWERTY keyboards found on more glamorous computers. The point to be noted here is that the keys are simply electrical switches which are essentially input devices to the computer. The computer does not recognise any of the keys by the legends or letters printed on them, but it is the job of the software to determine which switch or switches are being pressed.

INPUT DEVICES

Figure 1 shows the four basic elements of a computer, namely: Processing Unit, Memory Store, Input and Output devices. The Spectrum system uses a Z80 processor with either 16K, 48K or 128K of RAM. The normal output devices are the TV modulator, cassette recorder signal and the beeper (or sound chip on later models). On the input side, we have the tape input signal and the keyboard. I have neglected to include devices like the microdrive because this is technically an add-on to the basic Spectrum (via interface 1). If we now examine the way the Z80 gets information from an input device, all will become clearer.

THE 'INPUT' MECHANISM

The Z80 processor as you all must know by now is an 8 Bit processor; it handles data 8 bits at a time and can manipulate this data within a 16 bit address space. When the processor communicates with memory it sends out a 16 bit address on 16 wires in binary fashion, comprising of a series of voltages with 5 volts representing a '1' and 0 volts representing '0'. The memory chips decode these voltages, and in little over one fifth of a millionth of a second later the memory chips send out the contents of that memory location – assuming that the processor is 'READ'ing the memory. The processor then stores this value read from the memory and does with it whatever is required – it may be an instruction or a byte of data. Now this is all well and good, but the values in memory are either there to start with (ROM) or they are values which have been stored there by the processor. To get more data into the processor from outside the computer we need to be able to effectively substitute the memory with an outside device. This outside device is the box marked INPUT in figure 1.

The clever designers of the Z80 implemented an input/output system within the processor with a couple of wires leaving the chip which are abbreviated to IQRQ and MREQ. The two wires are used by the decoding circuitry to determine whether the processor wishes to communicate with memory or with an input output device.

The signals are accompanied by two other signals from wires marked RD and WR for READ and WRITE respectively (see figure 2). Note that there is a line above the abbreviations – this means that the signal from that particular wire is 'active low'. Studying the truth table below shows the term 'active low' in action – a zero from the wire in question selects that particular function. This truth table with the various electrical outputs should make the four signals easier to understand:

FIG 1

MREQ	IQRQ	RD	WR	
0	1	0	1	READ from MEMORY
0	1	1	0	WRITE to MEMORY
1	0	0	1	INPUT from PERIPHERAL
1	0	1	0	OUTPUT to PERIPHERAL

All other combinations of 1's and 0's are not valid and the processor would only present the above signals to the wires. At the end of the day, it is the above combination of signals that dictate to the rest of the computer circuitry which action the processor is requesting. When the processor is performing a 'LD A,(16384)' instruction, the address bus will be set to the address '16384' and MREQ and RD will both be '0' or low. According to the above table, this will READ from the selected memory address. If the processor performs an 'IN A,(200)' instruction then the address bus will be set to '200' and IQRQ and RD will be low, so effecting an input from the peripheral device which responds to address '200'. In practice, the electrical signals coming from each of the wires connected to the processor are in the form of high speed pulses and are timed in terms of millionths of seconds – suffice to say that the explanation given here illustrates the principles involved.

Returning to the original question of 'How does the keyboard work?' we essentially have 40 keys on the basic Spectrum and each switch can provide the electrical information of either on or off i.e. '1' or '0'. If we decided that each key could be wired to that each key was connected to 1 bit of an 8 bit input wire then we would require 5 input ports (5 ports each of 8 bits = 40 bits of information). This method of connecting the keys would work perfectly well but we would be making the computer more expensive. This expense is because each input port is another chip inside the computer and we would need 5 of them to wire the keyboard as suggested. An ingenious solution adopted by Sinclair to cut down on the number of input ports is the "key matrix" shown in figure 1. This method is also used by most other major computer manufacturers as it cuts costs very effectively. In the case of the Spectrum key matrix we have one input port (at address OXXFE * Hex) – *; upper bits "don't care" – and the upper 8 bits of the input port address send out a 'select' signal to the key matrix. For example to read the keyboard and test the SPACE key we might do this code:

The keyboard is split into 8 rows of 5 keys (40 keys). The IN instruction used above returns with the lower five bits indicating the status of that particular keyboard row. The top 3 bits are anything (in logical terms we call this 'Don't Care' and in electrical terms we say that those Bits are 'Floating'). It is important to reject any values returned in the top 3 bits of the accumulator as they are meaningless and do not represent keyboard values. To select one of the 8 rows of keys, the address sent to the input port and subsequently to the keyboard matrix has a zero in the upper byte of the input address according to this table:

Sinclair Us
Priory Court, 30-3
Lond

THE HELL! ..

LD BC,7FFE IN A,(C) BIT O'A	The 7F selects the line with SPACE in it The lower five bits of 'A' hold the status of the Five keys in the '7F' selected row, while the BIT Test on Bit 0 gives Z if pressed, NZ if clear

01111111	7F	B,N,M,SYM SHIFT,SPACE
10111111	BF	H,J,K,L,ENTER
11011111	DF	Y,U,I,O,P
11101111	EF	6,7,8,9,0
11110111	F7	5,4,3,2,1
11111011	FB	T,R,E,W,Q
11111101	FD	G,F,D,S,A
11111110	FE	V,C,X,Z,CAP SHIFT

So you can see that the port arrangement is very economical in that only one port is required to decode 40 keys. Indeed if all 8 bits of the value input are available then we could decode up to 64 keys in this way i.e. 8 rows of 8 keys. To use the table above in your own machine code programs just look up the row in which the key to be tested is in and load the BC register pair with the value above in 'B' and OFE Hex in 'C'. For example with the 'W' key load BC,FBFE. After the IN ',(C), test the bit required i.e. for 'W' it is the bit 1 position. A Flag condition of Zero indicates that the key was pressed while a Not Zero case means not pressed.

In the Spectrum ROM there are quite sophisticated routines which are devoted to decoding the particular key switches being pressed to provide other frills such as repeating keys and BASIC keyword selection.

MACHINE CODE PROGRAMMING TIPS No 2

TIP NUMBER 1 – Calculate screen address from Co-ordinates held in the 'HL' register pair (H=Y, L=X)

```
LD A,L        ;First let us calculate the low byte of the address
RLCA          ;We are basically combining the top 5 bits of the X
RLCA          ;co-ordinate with bits 3,4 and 5 of the Y co-ord.
RLCA          ;The '5' bits end up bits 0 – 4 while the '3'
XOR H         ;Other bits end up in positions 5,6 and 7
AND OC7H      ;
XOR H         ;
RLCA          ;
RLCA          ;
LD L,A        ;The low byte of the screen address is now set up
LD A,H        ;Now we deal with the high byte of the address
AND OCOH      ;The top tow bits of 'H' represent the 'third' of
RRA           ;the screen so we mask them and shift the byte 3
SCF           ;times to the right and put '010' in the top 3 bits
RRA           ;of the high byte. The '010' is in fact the same as
RRA           ;adding 4000H to the calculated address –
XOR H         ;4000H is the screen base address.
AND OF8H      ;Finally, the lower three bits of 'H' are merged in
XOR H         ;to the upper five bits already prepared
LD H,A        ;Now 'HL' = screen address
```

Any of you who have experimented with the Spectrum screen layout will have been initially frustrated by the weird bit manipulations that you have to do in order to access screen addresses. The thing is to come up with a couple of bench-mark tried and tested fast routines which you can use each time you have to do anything with the screen. In the tips section this month I present a couple of such routines. The first is a calculate screen address from co-ordinates in 'HL' while the second is a very useful – 'step down screen address by one pixel row' routine.

This routine is perfectly fast enough and for 95% of applications this will do adequately. A peculiar sequence of instructions may be observed within this routine – that of the 'Bit Merge' or XOR, AND, XOR. I will explain this fully next month but from the routine above see if you can see how it works.

TIP NUMBER 2 – Stepping down a screen pixel row

We will assume that the screen address is in the 'HL' pair as in the above routine. If you want to use 'BC' or 'DE' then just change the registers accordingly. This is explained in Fig 2.

This piece of code is shown above as if it would be CALLed from another routine. It is quite easy to incorporate it into the same routine by changing the RET cc instructions to JR cc instructions which jump to the position occupied by the RET at the end of the routine and removing the last RET itself. I have put the T states in there to show how to calculate the effective speed of the routine. If we examine the Spectrum screen and establish the routes taken depending on the initial screen address, then the timing calculation becomes: 7 × 24 times the routine exits at the first RET NZ.

Of the remaining 24 possible addresses, 3 times the routine exits at the second RET C, leaving 21 times exiting at the final RET. So the timing is: See Fig 3 below.

Note that the calculated time for this routine is only an average figure but it is quite representative of, say, a sprite output routine where the input screen address can be virtually anywhere on the screen.

FIG 2

```
T States
  4   INC,H       ;Increment the pixel within character count
  4   LD A,H      ;Now check to see whether an overflow has
  7   AND 7       ;occurred between bit 3 to 4
11/5  RET NZ      ;If not then return
  4   LD A,L      ;Else increment the character counter in the
  7   ADD A,10H   ;low byte of the screen address
  4   LD L',A     ;
11/5  RET C       ;If the character count overflows into the
  4   LD A,H      ;next screen 'third' then return
  7   SUB'A,8     ;If the character count didn't overflow then
  4   LD H,A      ;we must restore 'H' by subtracting 8 before
 10   RET         ;returning
```

FIG 3

$168 \times (4+4+7+11) =$	168×26
$3 \times (4+4+7+5+4+7+4+11) =$	3×46
$21 \times (4+4+7+5+4+7+4+5+4+7+4+10) =$	21×65
Total for 192 addresses	5871

Average for each address = 5871/192 = 30.58 T states.

se 's address
32 Farringdon Lane
or EC1

COMPETITION WINNERS



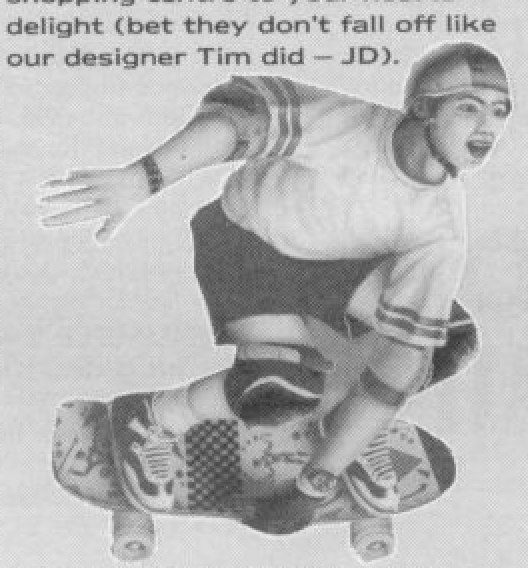
YUM — A YEAR'S SUPPLY OF GUM BOILS

Mouth ulcers, droppy out teeth, furry barnacles of the tongue . . . have you ever suffered with any of these? You have, well obviously you know what happens after eating 365 packets of CHEWITS. This was the yummy, squish them between your fingers, gum up your jaws, use them as putty in the back bedroom window type prize offered by Gremlin in the December ish, and you entered by the thousand but unfortunately there can only be one winner and that lucky chappie is one N Malik of Haselbury Plucknett in Somerset. So if you want a juicy Chewit we suggest you all whoosh off to Somerset pretty soon before they all get munched. Quick, quick they're disappearing fast!

YOU'VE WON A SKATEBOARD (well, not all of you)

YEEEOOOOWEEEEE KERSPLAT RIBS GUT! Do you want to know what that is? That is the sound of an SU reader whizz whizzing down a hill on a skateboard an' smashing into his mum coming out of Asda with three carrier bags full of mincemeat.

Had he won an SU skateboard kindly donated by *Electronic Arts* he would have also been supplied with fabbo arm pads, bash hat and sweatshirt to protect his precious bod he would have come out without a scratch, ready to help mum into casualty (all SU readers love their mums, you know). The winners of this tough and trendy compo were D Hannums of Bath and A Colm of Cheshire, so you two laddies can now spin around your shopping centre to your hearts delight (bet they don't fall off like our designer Tim did — JD).

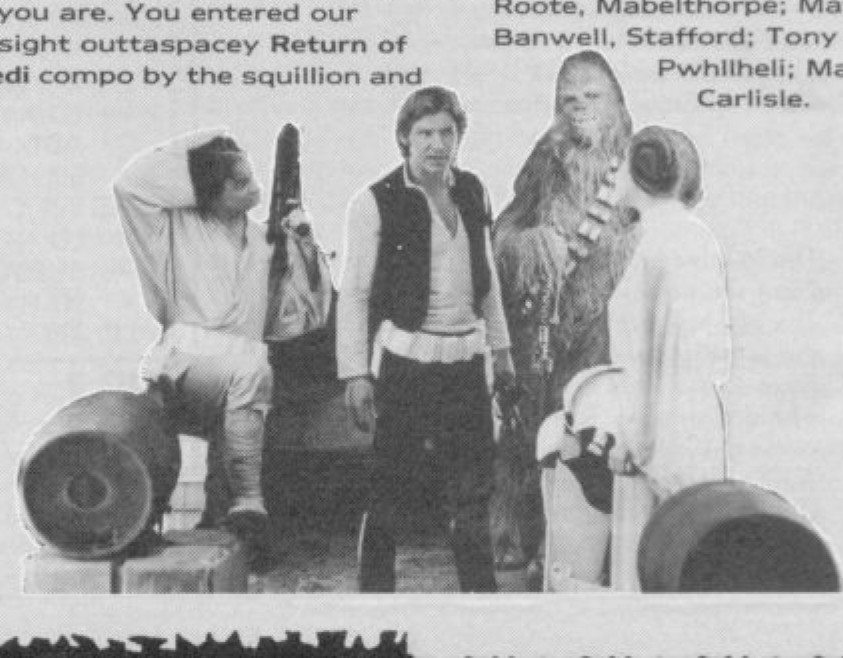


BE PRINCESS LEIA FOR A DAY

What a wibbly bunch of Ewoks you are. You entered our outtasight outtaspacey **Return of the Jedi** compo by the squillion and ten lucky blighters will soon be going goggle eyed watching the vid of said film thrust upon us by those super generous chappies at Domark. Fifty more cuddly readers will receive a ruddy marvellous colour 'Return of the Jedi' poster. Did you win? (Probably not) please do read on . . .

The ten winners . . . Robert Harvey, Staffs; Rob Davis, Avon; Zeke Hill, Letchworth; Andrew Whittaker, Blackpool; Philip Johnstone, Chesterfield; S Palmer, Derby; Marvin Reynolds, Crewe; Mark Lambton, Argyll; Darren Jardine, Co Tyrone; David Foskett, Luton.

Runners-up . . . Justin C Smith, Glasgow; Peter Burman, Lincoln; Ian Greenwood, Oldham; D C Abrahams Southampton; Mark Cavanagh, Lancashire; Robert Campion, Exeter; David Fox, Elton; Colin Roghan, Middlesex; Lewis Campbell, Bristol; Neil Jolson, Clydesdale; Lee Maskell, Dagenham; Lee Cull, Southampton; R J Jackson, Dunsford; Alex Boughton, Folkestone; Leon Cross, Oundle; Andrew Male, Worcs; Neil Sutton, North Humberside; John McSloy, Airdrie; Lee Hawthorn, Merseyside; Philip Boyde, Barrow-in-Furness; Richard C Goodall, Newark; D L Rickett, Biggin Hill, Sean Woolrich, Staffs; David Lightfoot, Richmond; Scott Harrison, Nuneaton; Simon Toyne, Ruthin; David Scott, Co Durham; D J Ellis, Wadsley; Marc Pennington, Fife; Stuart Hickey, Waterside; Mr B Ellison, Carterton; David Hargreaves, Swansea; Julian Smith, Watlington; Mark Pearce, Tiverton; J White, Dagenham; Chris Davies, Exeter; Ross Sidy, Sleaford; Graham Burgon, Eastleigh; Tom Culley, Reading; Michael Dodge, Guildford; Michael Edwards, Bristol; Clive Jenner, Great Yarmouth; Albert Swan, Aylesbury; Chris Nicholas, Newport; Stephen Day, Solihull; S J Howells, Dunrossness; Matthew Roote, Mabelthorpe; Matthew Banwell, Stafford; Tony Jones, Pwhllheli; Matthew Hill, Carlisle.




AGAIN AGAIN
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McGUINNESS
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Tetris



It must be almost a year since Mirrorsoft hit a hushed and unexpectant world with **Tetris** on the Speccy, which received the ultimate accolade of the Spectrum world – A Sinclair User Classic.

Despite that, the world was still pretty hushed after the event, but good will out, and **Tetris** is now, just about, the most converted game, worldwide, in the history of computer games.

So what did Atari Games do – put it on to coin-op, that's what, and as you can see, there have been one or two changes from the version you may have come to know and love.

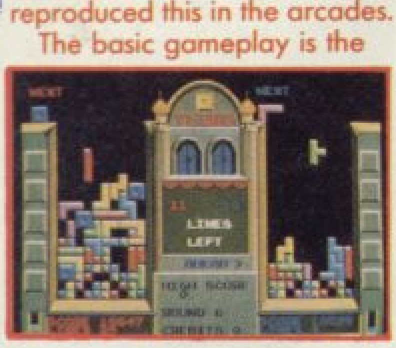
As it happens, Atari have taken the adaptations it made to the game on its Nintendo version and faithfully reproduced this in the arcades.

The basic gameplay is the same as the original, you have a U-shaped playfield and shapes drop down from the top of the 'U'. The player has to rotate and move the shape left/right to try and produce continuous lines of bricks across the screen. If this happens, that line disappears and anything piled on top of that line will fall down by one brick's width. Reach the top of the screen with shapes and it's game over.

Atari has managed to fit two playfields side by side, so you can play two player **Tetris.** Both players get the same sequence of shapes, so this is a real challenge of skill and speed.

It's also changed the nature of the game a bit by splitting it up into attack waves. Instead of going on and on until you eventually reach the top of the screen, each wave you have has to make a certain number of lines, then you go onto another level, with faster falling shapes or some other devices thought up by Atari's Machiavellian designers.









As addictive as ever, it'll be interesting to see how **Tetris** fares amongst the rough and tumble of the current plethora of Shooties.

FAXBOX

Tetris
Coin-op version of the classic puzzle/arcade game with some neat adaptations. Worth a try to see if you get hooked.

Graphics **8**
Sound **7**
Gameplay **9**
Addictiveness **9**

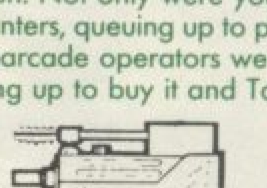
OVERALL RATING
8

Operation Thunderbolt



Remember **Operation Wolf**? No? Well, we're all really glad here that you've come back from your recent holiday, but wise up to what's being going down recently by ordering a few back issues of SU guy, OK?

Yup, **Op Wolf** was the most successful arcade game of last year by any criterion of measurement you care to mention. Not only were you, the punters, queuing up to play it, the arcade operators were queuing up to buy it and Taito



were queuing up to buy RAM chips to make the thing. Now comes the long awaited follow-up · **Operation Thunderbolt.**

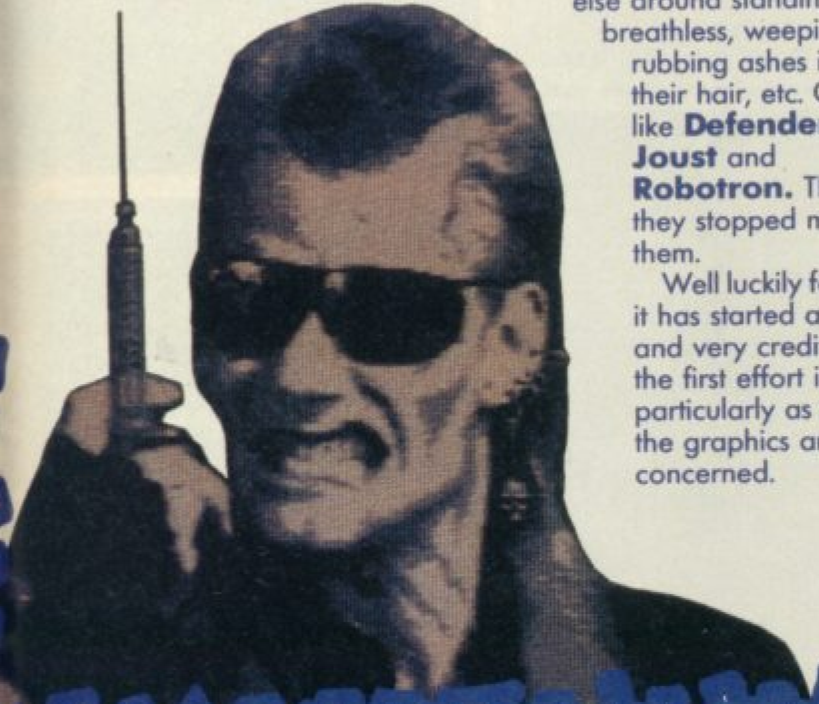
The first thing you're going to notice about **Thunderbolt** is that it has a two player capability – there are now two Uzis mounted on



NARC

A long time ago, in a galaxy far, far away, a pinball company called Williams started making video games that left everything else around standing breathless, weeping, rubbing ashes into their hair, etc. Games like **Defender, Joust** and **Robotron.** Then they stopped making them.

Well luckily for you, it has started again and very creditable the first effort is too, particularly as far as the graphics are concerned.



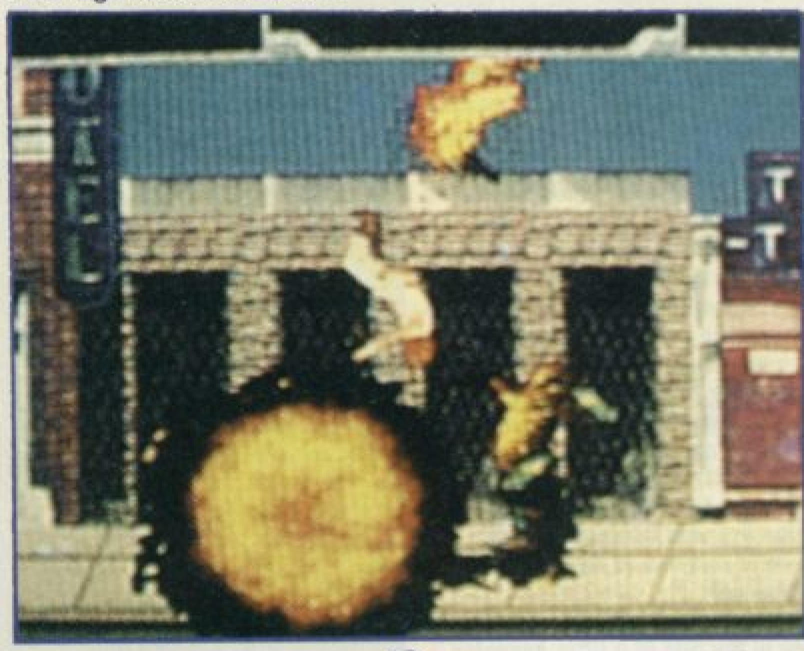


NARC is a horizontally scrolling beat/shoot-'em-up with two player capability and a strong and very worthy anti-drugs theme.

You are playing either Max Force or Hit Man, and your sole aim is to bust or blow away the low life constituting the criminal syndicate K.R.A.K. who are subverting the nation's youth. Kind of, "I've got a rocket launcher and I'm going to use it." And so you do to great effect.

The major thing about the game, however, is that it has an ultra high resolution which makes the graphics look better than any other game around at the moment.

Heaven knows how much memory the machine is having to shift to move graphics that detailed, but it enlists the help of a 32-bit processor to do the hard work. Interesting, huh? Should be in the arcades soon; well worth checking out to see the shape of things to come.



FAXBOX

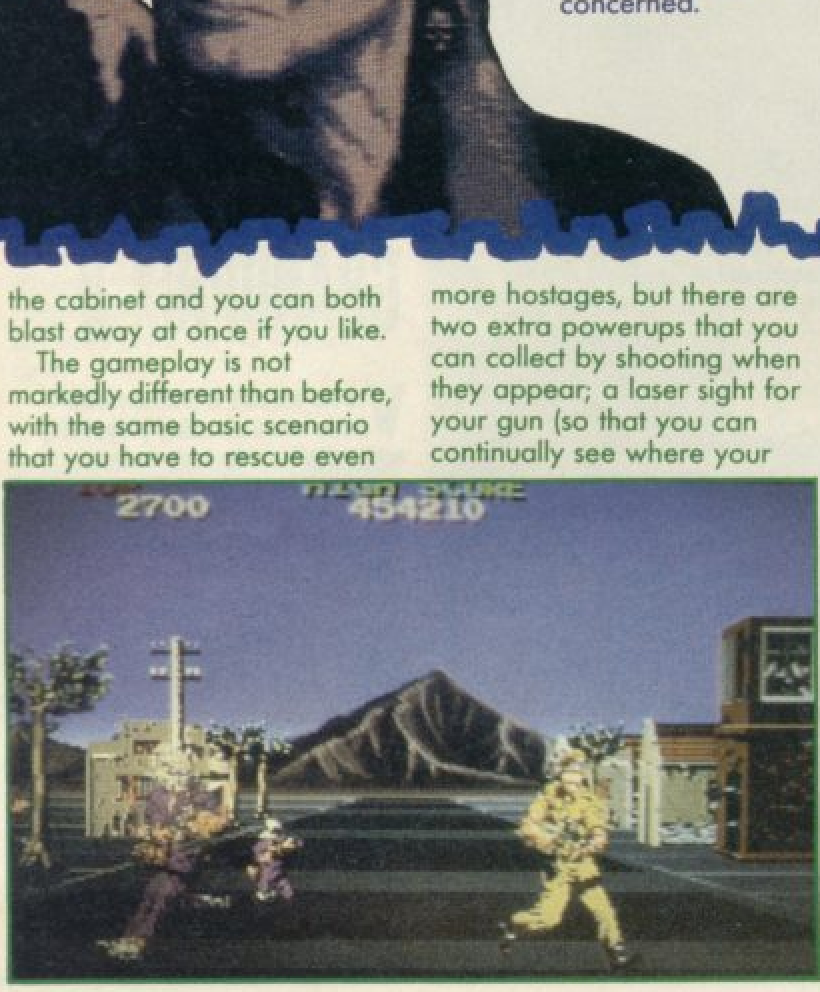
NARC
Williams is back with a major advance in graphic quality – see it to believe it . . . one day all games will be like this.

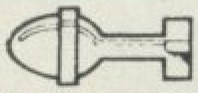
Graphics **10**
Sound **8**
Gameplay **8**
Addictiveness **8**

OVERALL RATING **8**

the cabinet and you can both blast away at once if you like.

The gameplay is not markedly different than before, with the same basic scenario that you have to rescue even more hostages, but there are two extra powerups that you can collect by shooting when they appear; a laser sight for your gun (so that you can continually see where your bullets are going to land, rather than wasting good ammunition as tracer, and secondly a power drink that reverses a little damage you may have sustained.





Actually, it's the competition for these power-ups that makes a two player game most fun. Exchanges like, "Oh, golly, I say. That was a bit rotten and unsporting of you to shoot that power drink on my side of the screen, Reginald, you bounder", are heard frequently by passers-by. Something like that anyway.

The other thing about **Thunderbolt** that makes it a bit different from **Op Wolf** is that instead of it being just horizontal left/right scrolling, with a dash of right/left, you have some levels where you seem to be constantly advancing into the screen, with the scenery and the opposition (looking more like Libyans than Sandinistas this time) getting bigger all the time.

In all, **Thunderbolt** is a good follow-up to **Op Wolf** but it's got to be considered a variant, rather than a full blown sequel.

FAXBOX

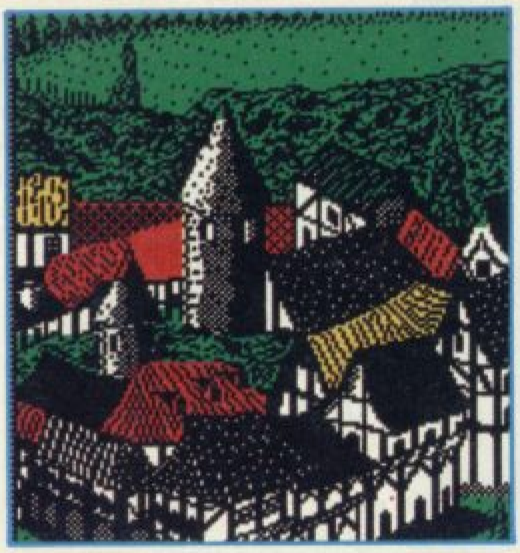
Operation Thunderbolt
More an **Operation Wolf 2** player variant rather than a new game in its own right – but still worth a few goes, if you're into that sort of thing.

Graphics **8**
Sound **7**
Gameplay **7**
Addictiveness **7**

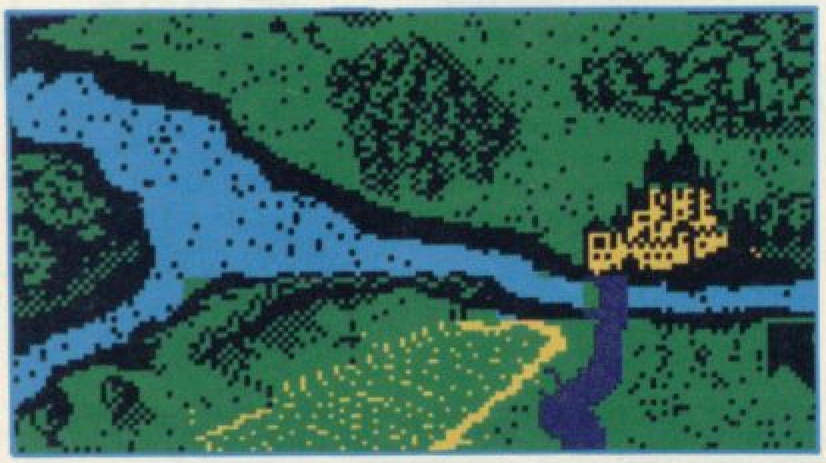
OVERALL RATING **7**

PREV

IRON LORD



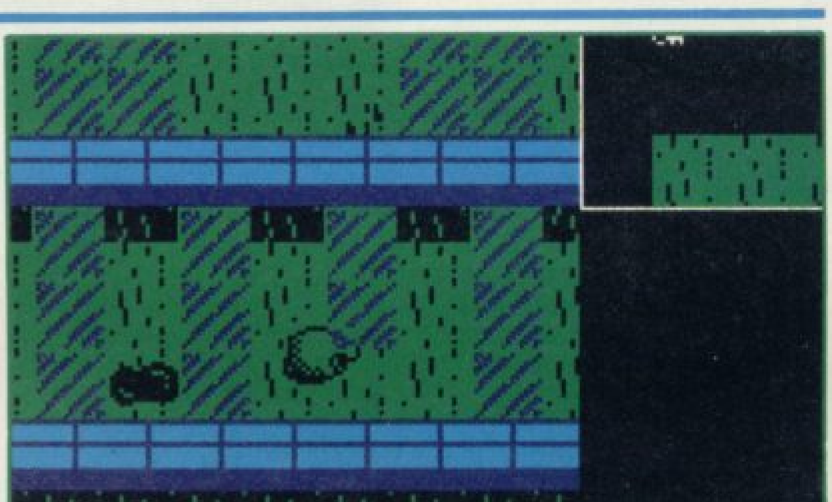
"Iron Lord is a bit of a first for the old Spectrum. It's a very big, single load arcade adventure with lots and lots of really great subgames. You are the son of the ex ruler. I say ex because your old man has just copped it. What you have to do is prove yourself to be his son by competing in all sorts of grooby mediaeval games such as archery and Burn the Peasant, along with amassing a huge fortune and finally claiming the throne as rightfully yours.



Iron Lord is still a while off from completion, but just to whet your appetite, here's a couple of screens. Doesn't it look nice? It moves even nicer. Silky smooth scrolling in the town and flicker free animation means that this could be UBI Soft's best yet. All this plus full character interaction, a whole host of different people to talk to and buy their wives from (honest!). Sounds like quite a laugh.

Streetdate: Summer.
Price: £12.99 cass, £19.99 disk

PUFFY'S SAGA



How can anyone forget the day Puffy first made his appearance on the STs of our sister title, The One. His cute, cheerful shriek of 'Hello', 'Puffy, you going to die', 'Yum' and his impish giggle brought tears of fun, laughter and hate to everybody's eyes. Puffy is about to make his debut on the Speccy, and, I'm informed, will contain all the hateful samples of the original. Whoopee!

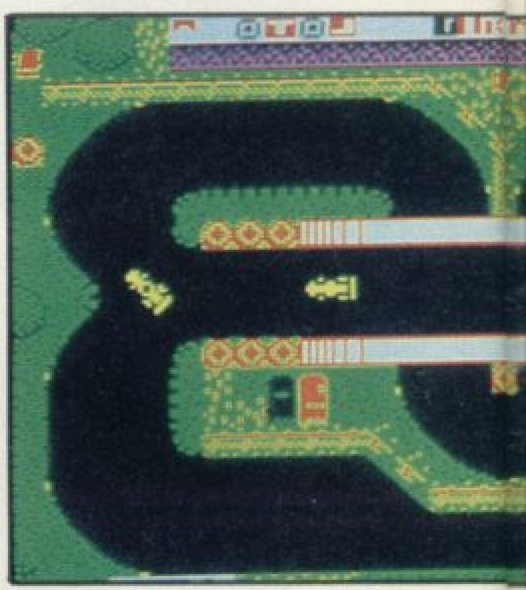
As a game, Puffy's Saga has you in the role of a little bouncing smiling character, faced with the task of rescuing his loved one (Puffine) from the bottom of a lot of Gauntlet-style mazes.

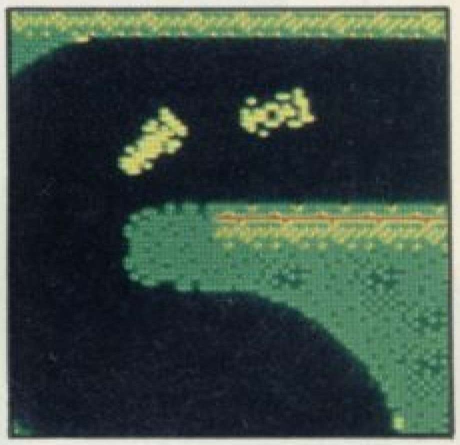
The action is fast, the graphics are smooth and it promises to be good. Full review next ish.

Label: UBI Soft.
Streetdate: V. soon.
Price: £8.99 cass, £12.99 disk





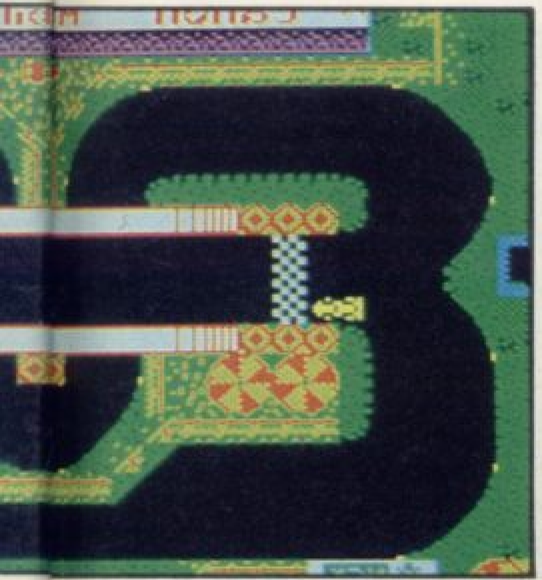


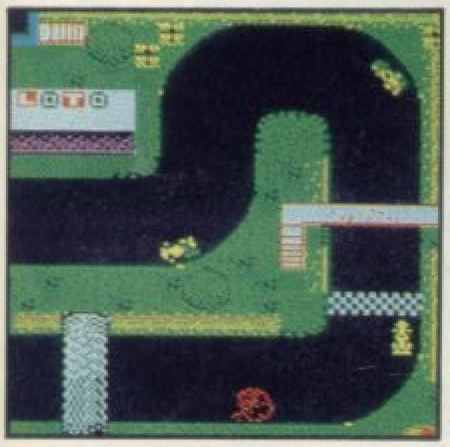


GRANDPRIX II

Vroom vroom! It's back, with even more amazing playability and unbelievably fast smooth action. Grand Prix 2 is utterly utterly splendiferous sequel to the almost as splendiferous Grand Prix Simulator, which, as you may remember, bore more than just a slight passing resemblance to Super- and Championship-Sprint. So what huge advances have been made over the past 12 months.

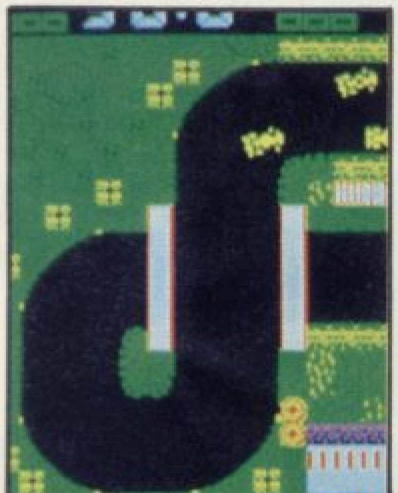
Well, the graphics are better probably. The animation is faster and smoother (prob'ly). The sound is fab (probably). It features full three player simultaneous action (Fact). It's from Codemasters (Fact). It's by the Oliver Twins



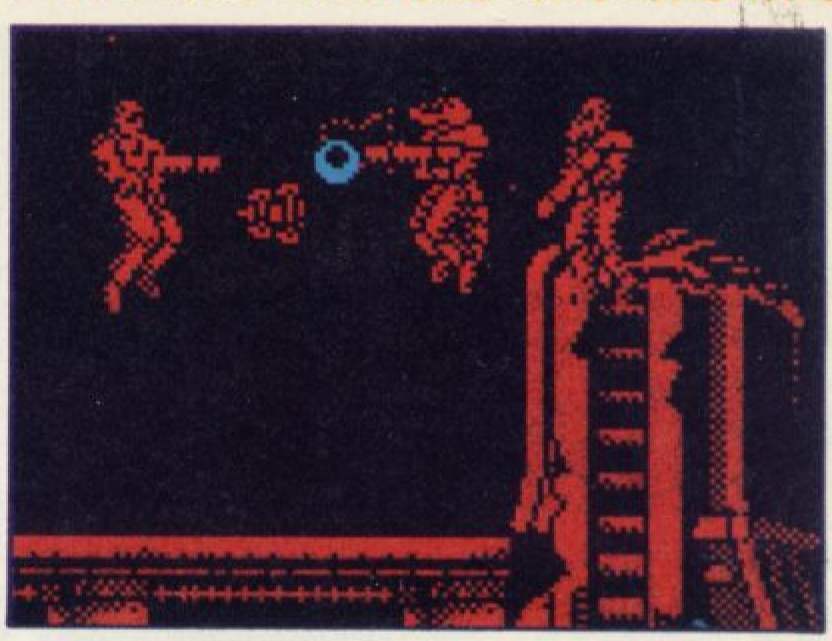


(Fact). It'll get an SU Classic (Are you sure about this? – GT). It'll be technically brilliant (certainly). We look formward to seeing the finished game, meanwhile here are some shots for you to drool over.

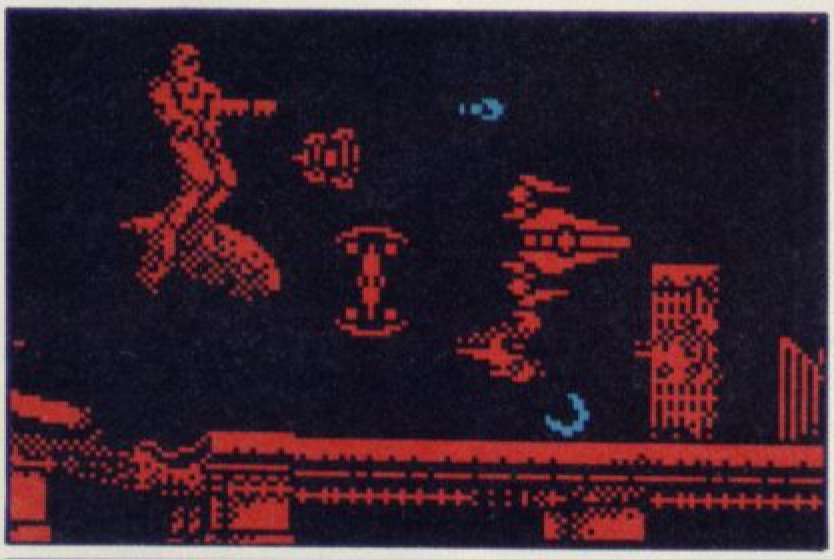
Streetdate: Soon.
Price: £1.99

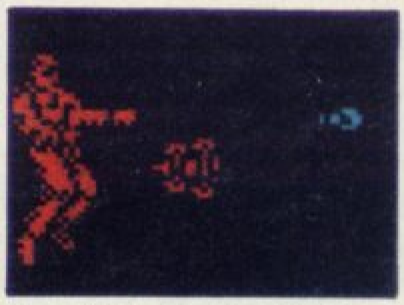


FORGOTTEN WORLDS



Forgotten Worlds is yet another one of those arcady coin op new fangled things that all the young kids of today seem to find so interesting. Interesting! None of that gambling lark in my day. You had to make your own entertainment, courting attractive young ladies and the like. There was none of your "Official US Gold conversion of a simultaneous two-player shoot-'em-up set over some





staggeringly attractive right-to-left scrolling backdrops and sprites that are being hailed as the best sprites in any SEU" business. Even if the Spectrum version is looking amazingly fab and has some lovely parallax scrolling, I don't care. If you can't have the old values, I don't want any values at all. Mind you, this Forgotten Worlds thing looks a bit tasty.

Streetdate: May.
Price: £8.99 cass, £12.99 disc.



REBELSTAR II

Firebird follow up the successful re-release of Rebelstar with its official sequel, Rebelstar 2. (Original title.) Check the credits, and you'll discover to your glee that it was written by none other than Julian Gollop. If memory serves me correct, isn't this the same J. Gollop that wrote the recent super-dooper should-have-been-a-smash Laser Squad. The funny thing is, the game falls more or less along the same vein.

The aim. Get across the alien landscape, get into the alien fortress, kill the queen alien and then get out before the shuttle takes off. It's all controlled along the same lines as LS and the original Rebelstar.

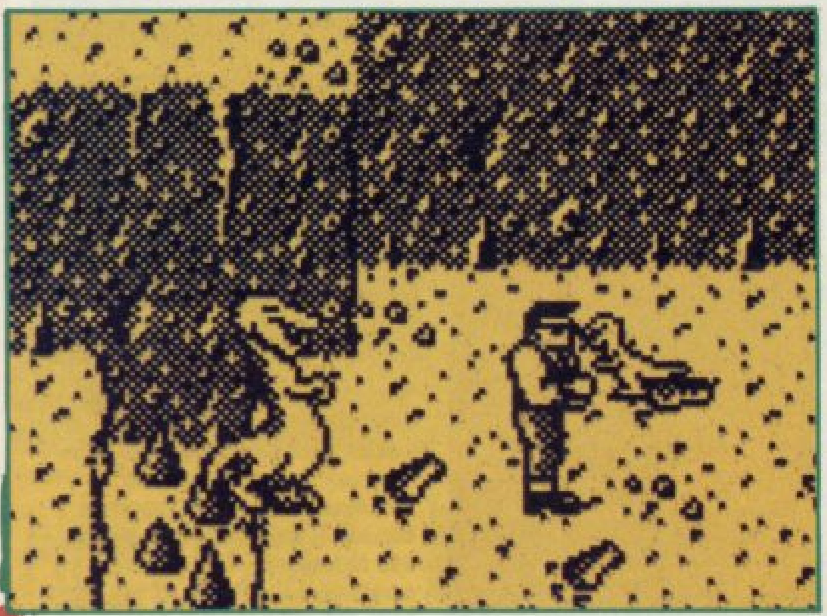
The graphics look really nice, and it should prove to be a darn nice product. All this plus a two-player option. What more could you want for £1.99?

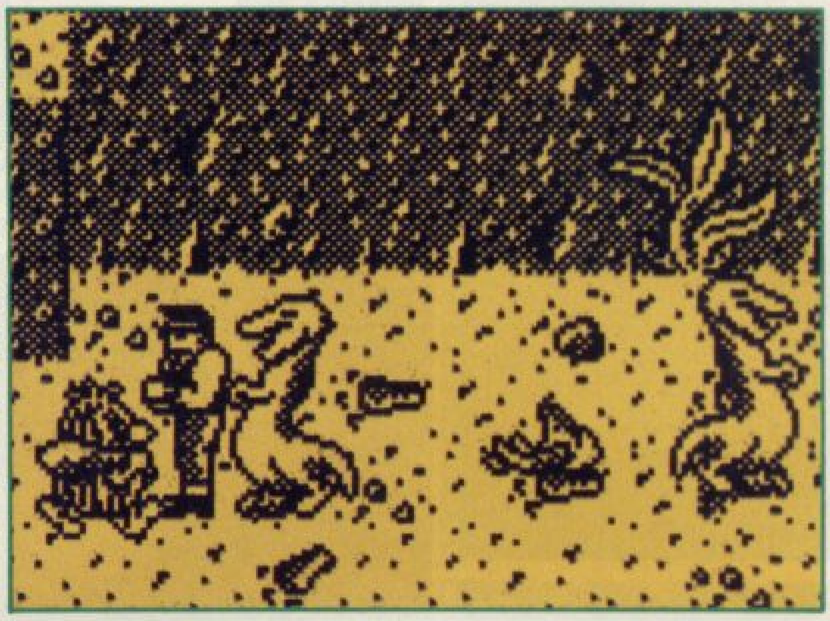
Streetdate: Out Now.
Price: £1.99 cass











RENEGADE III

It's no picnic being the world's hardest man. No one even smiles at you any more for fear that you're going to smash their faces in. It can be a dashed lonely time. No friends. No-one to talk to. And as for a fight? Forget it. You have to sneak up on people when they're asleep or they'll run away.

The solution? Take a trip through time to places where your reputation hasn't preceeded you and find a stack of mugs who are willing to take a ruddy good kicking.

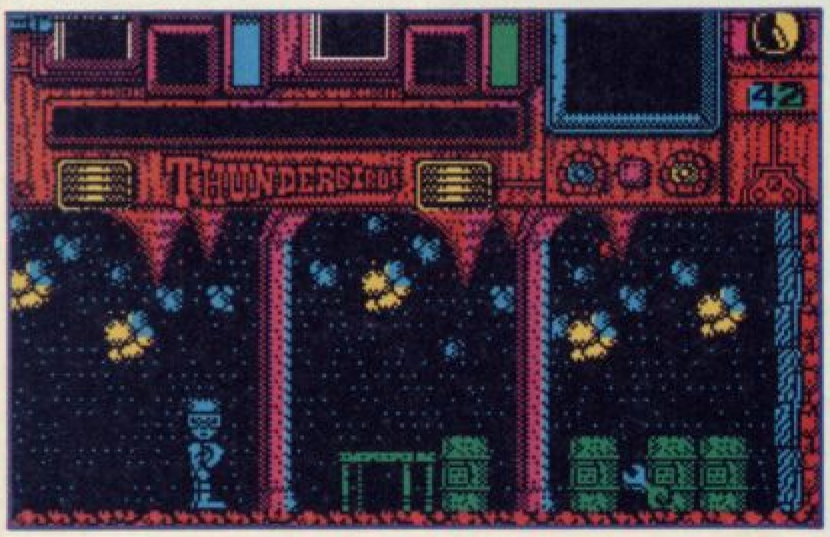
This is Renegade III – The final Chapter. **Bouncing around from point to point in world history assaulting cavemen and dinosaurs, Egyptian mummies, knights and futuristic robot aliens alike. Boff! Spak! Punch!**

Even if you've already got the other two games, it looks like Ocean have just managed to squeeze enough of the new angle (can you squeeze an angle?) out of it to avoid too many "lordy-lawks! We cashing in on this idea a bit aren't we?" criticisms.

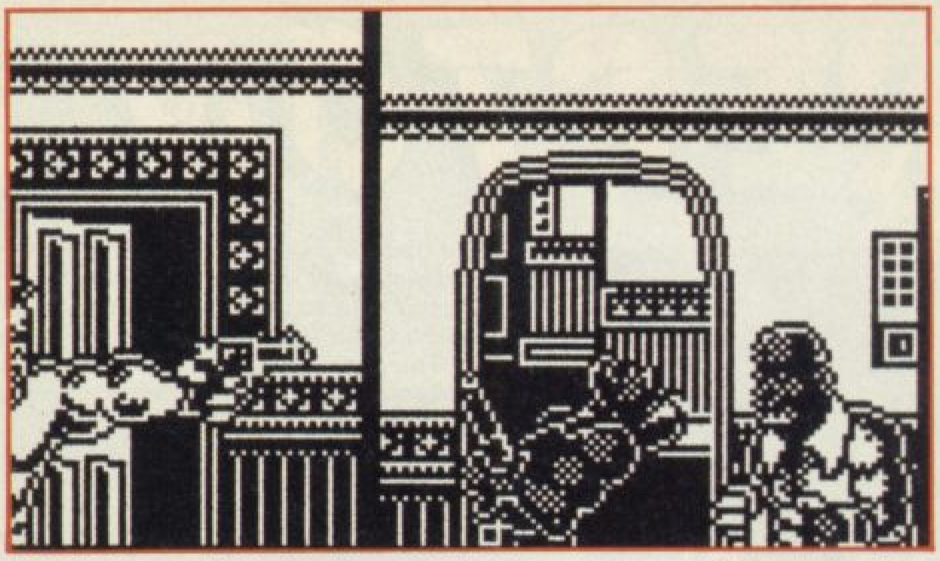
Streetdate: June.

Price: £8.95.









RED HEAT

Super! Is good. Mr Beefybum, Arnie Schwarzenegger is back in the movie *Red Heat*. Well, the chances are you'll have already seen it in the cinema, and you're waiting for the video, so Ocean's promises that the game is going to be the best thing since something very good indeed should make your pecs bulge with anticipation.

Not much plotline or gameplay details as yet, though what we can tell you is that it's been programmed by Special FX, the guys behind our amazing *Hyperactive* game as well as Ocean's *Batman* and *Firefly*. Therefore the chances of it being a hopeless load of rubbish are pretty slim.

Streetdate: Autumn.
Price: £8.95.





THUNDERBIRDS

Wiggly wires all round! It's *Thunderbirds*! Scott's stuck under the swimming pool, Virgil's No 2 is too big, and Alan's changing the wiper fluid for No 4.

Someone else has to take control! Guess who. Grand Slam, fresh from their success with *Running Man*, are about to release *Thunderbirds* on an eagerly waiting public.

Based around the characters from the famous International Rescue team, *Thuderbirds* looks like it will involve a great deal of exploration and securing of dangerous radioactive tanks and absolutely no shooting whatsoever. Apparently just in the way that *Superman* isn't allowed to smoke or *Batman* punch children, *Thunderbirds* aren't allowed to blow anyone away. Boo.

Instead, they work away with winches and pulleys rescuing people all over the shop.

Streetdate: July.
Price: £8.95



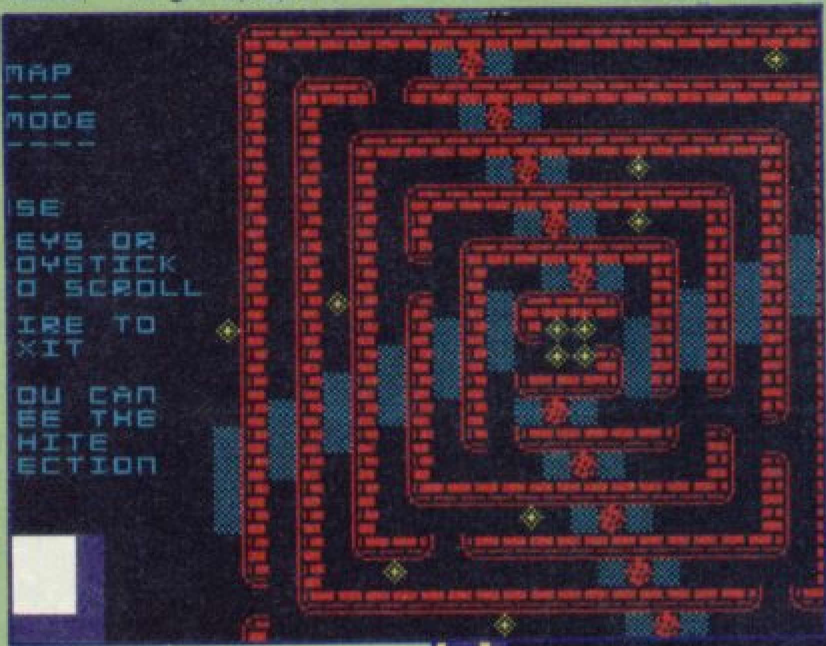


REPTON MANIA



Repton and its sequels were among the most popular games ever released for the BBC B micro. If that isn't enough to put you off the Spectrum version, it certainly should be; the Beeb's reputation for unimaginative, graphically primitive and badly designed games is second to none. Tremble with horror, then, as you read these lines from the blurb for **Repton Mania**; "The gameplay and screens are similar to the BBC version." AAARGHHH! Too right they are, matey!

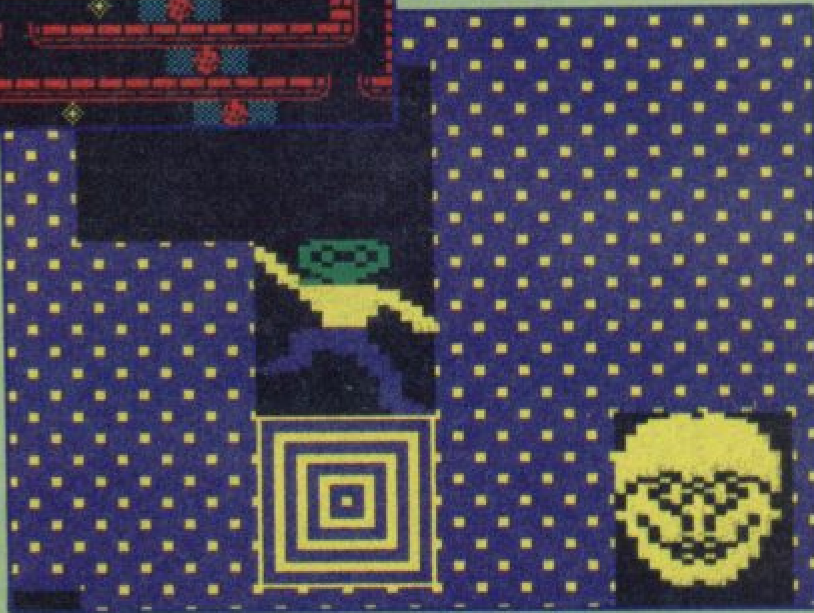
Just to make things worse, **Repton** is a variant of what must be the most over-rated game in the history of the Universe, **Boulderdash**. If moving around the screen picking up diamonds and trying to avoid rocks falling on your head is your idea of a good time, I suggest you submit to an immediate brain-scan.



Repton Mania consists of the two games **Repton** and **Repton 2**. The two games have a lot in common; the central frog-like character Repton, the flat top-down graphics, the dreadful blocky designs, the awful Woodentops-style animation, horrid ragtime music, and the primitive sound effects. In each game the aim is to move Repton around a cavern, digging through the earth, picking up diamonds and avoiding hazards, aiming to complete each screen within a time limit, upon which you are given a code-word for the next level. There's a map display which is accessed by pressing ENTER/M.

Hazards including falling boulders which squash you if you dig out the earth beneath them; eggs which hatch out into Repton-seeking dragons; flying sparks and the like.

In the second game, the imaginatively-titled **Repton 2**, the main differences are the additional hazards; deadly skulls, meteors, monsters and spirits. The aim here is to collect all the earth (honestly), all the diamonds, all 42 pieces of a jigsaw puzzle and to kill all 18 monsters. To do this you must use all 64 transporters, which transfer you via a Spectrum Basic-style whirly screen effect into hidden sections of the labyrinth.



In **Repton 2** there is no time limit to any of the sections, but some diamonds are hidden in safes which can only be opened by finding keys.

It would be nice to be able to find something nice to say about **Repton Mania**, but when even budget games now routinely feature excellent graphics, sophisticated sound and complex gameply, it's hard to see any virtue in this outmoded antique at £7.95. There may well be some people out there who love the **Boulderdash** format so much that they're willing to overlook the failings of what is in effect a two-year-old 32K BBC B game, but if they are, they have my sympathy■





ARCADE REVIEW

FAX BOX

REPTON MANIA *Label:* ***Superior/Alligata*** *Author:* ***Gil Johnson-Smith*** *Price:* ***£7.95/£14.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
32	32
34	34
PLAYABILITY	LAST ABILITY

Really dreadful duo of Boulderdash balderdash.

Reviewer:

OVERALL **33**

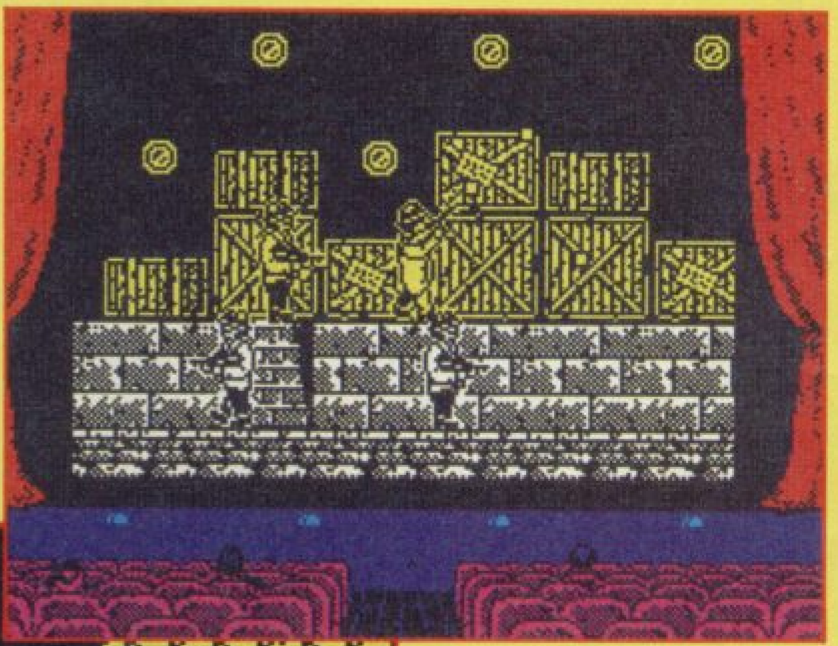
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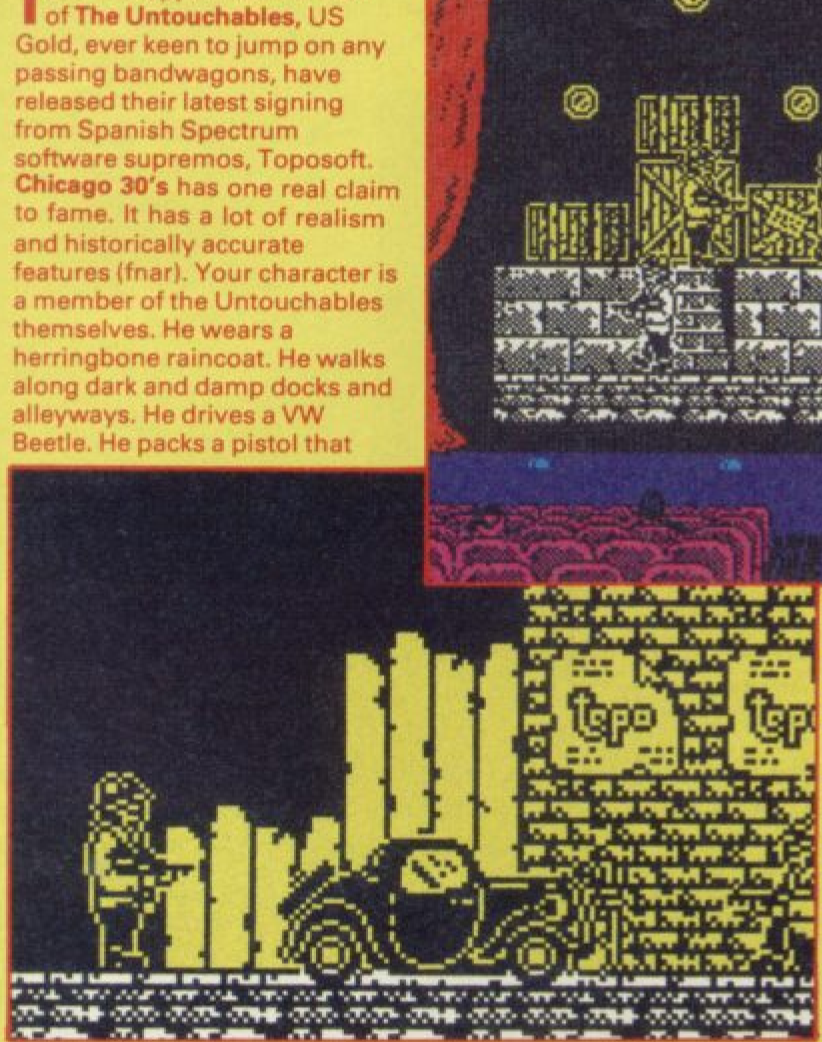
GAMES REVIEW!

CHICAGO 30'S

GAMES REVIEW!

In the absence of Ocean's soon-to-appear conversion of **The Untouchables,** US Gold, ever keen to jump on any passing bandwagons, have released their latest signing from Spanish Spectrum software supremos, Toposoft. **Chicago 30's** has one real claim to fame. It has a lot of realism and historically accurate features (fnar). Your character is a member of the Untouchables themselves. He wears a herringbone raincoat. He walks along dark and damp docks and alleyways. He drives a VW Beetle. He packs a pistol that





caries infinite ammo. There are lots of bad guys hidden in barrels and things. These bad guys shoot at you. And you can't see the bullets.

Set over two sections, the first on foot and the second stage in your car (provided you can get far enough), you have to travel from left to right along a variety of screens, each set in a dark decaying area of 1930's Chicago, the first being a deserted dockyard. As the screen scrolls along, enemies in the form of Mafia thugs appear from all directions. The most popular place to make your debut appearance in a computer game is from the left- and right-hand edges of the screen, and thus they come. Dozens swarm on, all armed, and all willing to blow you away. More appear from inside barrels or from behind doors. Even more pop up from under manholes.

Now, with all those enemies running about, there are going to be a lot of bullets flying, and this is where the game really falls down. The backdrops are very detailed, with a lot of heavy shading. Even though, he said looking at a screen shot, the bullets are the size of footballs, it's very hard to spot them. If logic serves me right, if it's hard to spot them, it's equally hard to avoid them. Mr Unplayable comes to town.

You can fight back with your (t)rusty pistol, and what's more, you can fire in all eight directions, just by pressing fire and moving the joystick in that particular direction. The graphics are decent enough, though the backdrops are far too complicated for their own good. Scrolling is quite good and the animation is 'standard'. As with more and more games of late, it's monochrome too.

Chicago 30's could have been a very good game. As it stands, playability and visual problems aside, it isn't terrible. It just isn't great. Please put the baseball bat away, Mr Capone■





FAX BOX

ARCADE REVIEW

CHICAGO 30's *Label:* **US Gold** *Author:* **Toposoft** *Price:* **£8.99 cass, £12.99 disc** *Memory:* **48K/128K** *Joystick:* **Various**

GRAPHICS	SOUND
71	67
50	45
PLAYABILITY	LAST ABILITY

Fairly run-of-the-mill scrolling SEU. Fun for a while

Reviewer: Tony Dillon

OVERALL **63**

10 20 30 40 50 60 70 80 90

The best deal for Spectrum Artists bar none



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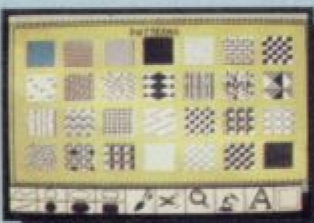
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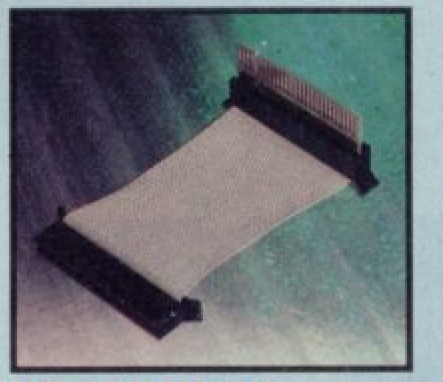
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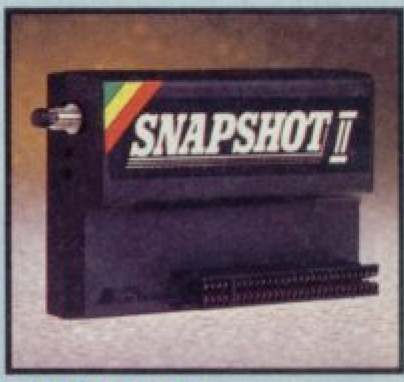
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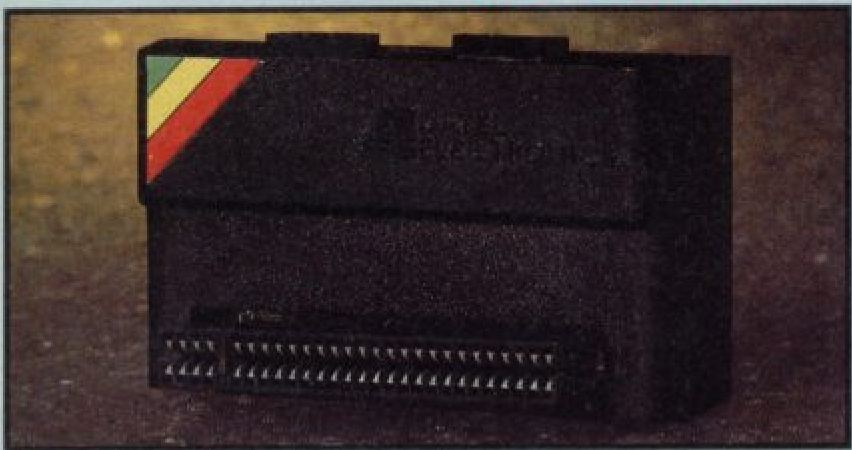
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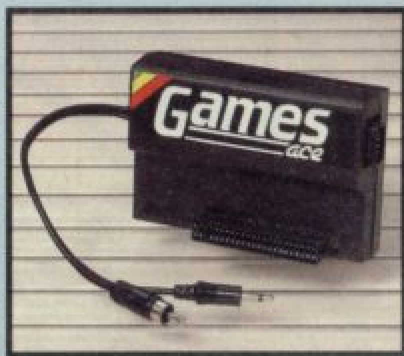
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- ❑ 4 independantly controlled outputs for relays, models, lights etc.
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- ❑ Comes complete with cables.

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LAST MONTH'S COMP

Loads of good entries for last month's caption pic. Something about it brought out the funsters in you all. Merry japing left right and centre. So once we'd got rid of all the jokes about bottom problems relating to curries, we looked at the other four and came up with the following marvellous winners and near winners.

In the near winning category is this adult suggestion from George Rose: "Just when you start something the doorbell rings" yet but start what? The winner, combining topicality, brutality and surrealism was this from Paul Williams of Kidderminster who suggested the caption: "I told you not to invade the pitch while Brian Clough was there!" A clipped ear and 20 earth pounds will be lurching towards you.



GREMLIN PICTURE CAPTION No 28

OK then here is an extra special particularly fabulous Gremlin Caption offering. This is the original picture from one of the frames of "how SU saved the world showing Metal fiend Tony Dillon and the sultry temptress Alison Skeat. What's going on? Just fill in the speech bubbles and leave us in a state of helpless amusement. You should have some fun sorting out what on earth Alison is doing with that big sheet of paper anyway . . . Closing date is 3rd April, so don't be late. The winner will get the usual cash.

Name ....

Address ....

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My hilarious captions ....

....

GREMLIN'S INSTANT JOKE CORNER

Ooer Silly Mr Gremlin has been cleansed by a terrible Mary Whitehouse 'antismut' beam. Can you work out what the real double entendres for all these Viz rip-off personalities should be?
Mr Bates (he often features in debates)
Nigel Farstard (he eats lots of marstard)



PO!

Gremlin's Loony Enthusiasm Corner

"Yes! We've got it!" Screams the astoundingly formulaic press release from CDS announcing their scoop tie-in of Sporting Triangles. In case you've been lucky enough to miss the show, you won't know who it's presented by or what it's about. Lucky old you.

Something which immediately struck Gremlin as mad when we received this gorgeous b&w photo is that it features Not one, Not two, Not any famous people! Brilliant! The gorgeous guys are from CDS and the gorgeouser girl is a wheeler dealer from the telly company. Not a celeb in sight. Smashing.



"The acquisition of the licence to produce the Sporting Triangles computer game is seen as a very positive move, by CDS Software" it says (as opposed to being a very stupid move we suppose.) Heavens to Betsy! It's a revolution!

Simon Stender (he's an utter lender)
Colin Canker (he's a complete merchant banker)
Norman Plank (he likes nothing better than a tank)
Peter Follox (he talks as lot of Torox) (Torox is a small seaside resort quite near Malaga actualy)

Think you could do better? Send them in. Remember we don't want any actual swear words. If we get any really funny entries we'll print them and pay a tenner to whoever sent them in. Send your entries to "Almost a smutty character (but not quite)", c/o Gremlin Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Gremlin's Top 10 "I wonder if you can help me . . ." Horrors

Being a democratic microcosm of an ideal society, we all take turns to answer the phones at SU and while most callers are lovely and charming and sexy and saucy, some are a right bleeding pain. See if you can recognise one of your mates in this lot. And if you can, take his phone away.

1 "HALLO? . . . Eeeerr . . . HALLO? . . . Eerrrrrrr . . . HALLO? Is that HALLO?
2 "I want to talk to the Editor . . ."
3 "A-ha! Yes, I hope you can. I'm currently in the fortunate position of having the disposable income for a dot matrix printer – purchase thereof. I wonder if you could give a ballpark figure indicative of the pricing ratio of each manufacturer in the UK and Commonwealth. Hello? Are you still there?"
4 "Hello. I wonder if you could help. I've been looking through my back issues and found a classified advert in an issue from 1983. I'm afraid I've lost the cover so I can't tell you which month it is. I don't have the name or number of one of the advertisers and I wondered if you . . ."
5 "Heheheheheheheheheh . . . I think that hehehehehoohoohaa click brrrrrr."
6 "I'm ringing on behalf of my son. He's at school at the moment and I wondered if you had an answer yet? Well, to the question. He rang up about 8 pm last night."
7 "Please print some more listings."
8 "I wondered if you realised that there was a mistake on page 46 of your last issue. Instead of saying 'Sinclair' you said 'Sincliar'. Do I get a prize?"
9 "I've got some news on a new game. Ocean have got a game called Arkanoid . . ."
10 "Do you want to buy some hints and tips?"





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MEGATAPE 15 · MEGATAPE 15 ·

NEXT MONTH

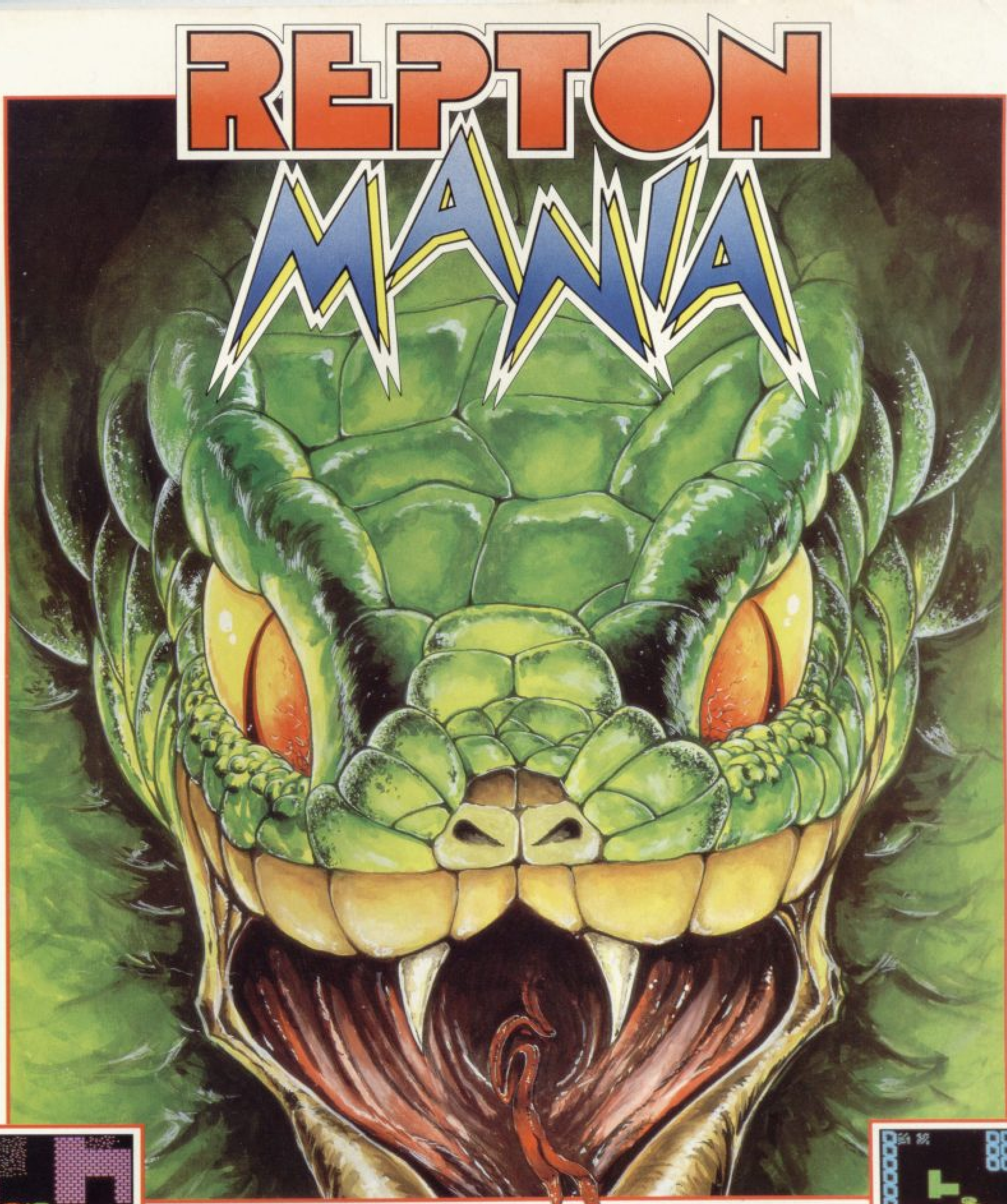
We're going colour page crazy next month! Not only have we got an extraordinarily marvellous Megatape 10 for you to savour – we've also got more colour! Yep we're already ahead of the pack but we're not stopping there! You'll notice that there are even more exciting colour reviews, previews and compos as well as the announcement of something so unfeasibly marvellous it could change your entire life and make you believe outrageous hype like this.

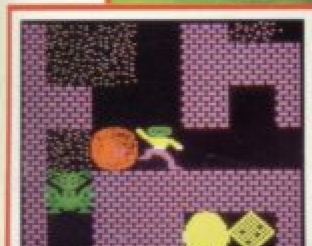
On Megatape 15 we've got one of the best games we've seen in ages and a few extra surprises as well...

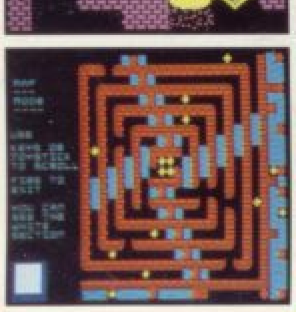
SU MAY – so far ahead the others haven't left yet!

OUT APRIL 18th

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REPTON 1
Twelve Challenging Levels

REPTON MANIA

Two Complete Games

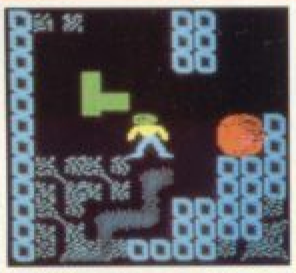
Featuring Repton...The Reptilian Diamond Eater

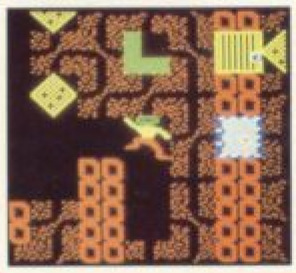
Can you devise a route through the twelve baffling levels of REPTON 1 and discover the passwords?

Can you solve the complex inter-connected puzzles of REPTON 2 and piece together the secret message?

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RENEGADE III
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imagine
...the name of the game